

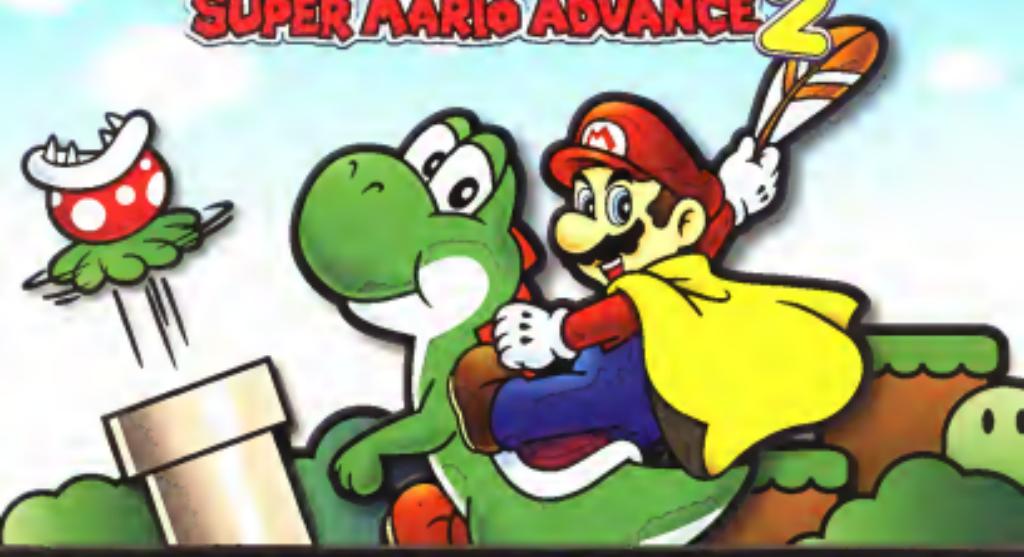
STRATEGIES, MAPS AND MORE

GAME BOY
ADVANCE

NINTENDO POWER ADVANCE

SUPER MARIO WORLD

SUPER MARIO ADVANCE 2



16A 99 US 190 19 CAN 196

NINTENDO POWER BUYER'S GUIDE INSIDE

SONIC ADVANCE • TONY HAWK'S PRO SKATER 3 • SHEEP •
E.T. THE EXTRA-TERRESTRIAL • JONNY MOSELEY MAD TRIX •
BATMAN VENGEANCE • MONSTERS, INC. • BREATH OF FIRE II •
SALT LAKE 2002 • NBA JAM 2002 • HIGH HEAT BASEBALL 2003



0 43496 69208 1

ISBN 1-930205-21-6

514993



9 781930 206212

HIGH OCTANE-

STRAIGHT FROM THE SOURCE!

FREE GIFT!



MARIO KART SUPER CIRCUIT™

THE POWER TO FINISH FIRST!

Get your power straight from the source with *Nintendo Power*! It has everything you need to Supercharge your kart for *Mario Kart™: Super Circuit*™ – the hottest hand-held racing game ever! You'll have all the inside info, like how to use your shells, banana peels and shredders – just watch the competition slip away!

GET THE POWER TO WIN THE MEDAL!

Get in gear with Game Boy Advance's 32-bit power, 50% larger and brighter picture, sharper LCD screen and dozens of new games that will be hitting the streets soon. And now, there's never been a better time to power up with the source, because one low price gets you all this:

12 action-packed issues of *Nintendo Power* for only \$19.95 U.S. (\$35.95 Cdn.). You save over 66%! Plus your choice of these amazing bonus gifts—FREE!

Choose from:

- *Mario Kart™: Super Circuit*™ T-shirt (Adult size L)
- *Nintendo Power™ Advance* Headphones
- *Luigi's Mansion™* Player's Guide

Every month you'll get all the tips, tricks, secret maps, moves, previews and reviews to make everyone eat your dust! Plus, get in the subscriber-only lane for exclusive perks, like the huge January Bonus Issue, cool contests and more!

Make sure you're living on all cylinders—subscribe now!
Log on or call toll-free 1-800-255-3700 today!

SUBSCRIBE NOW VIA OUR SUPERCHARGED WEBSITE AT:
www.nintendopower.com/subscribe/

OR CALL TOLL-FREE: 1-800-255-3700

Sony, online orders not available in Canada • VISA and MasterCard accepted

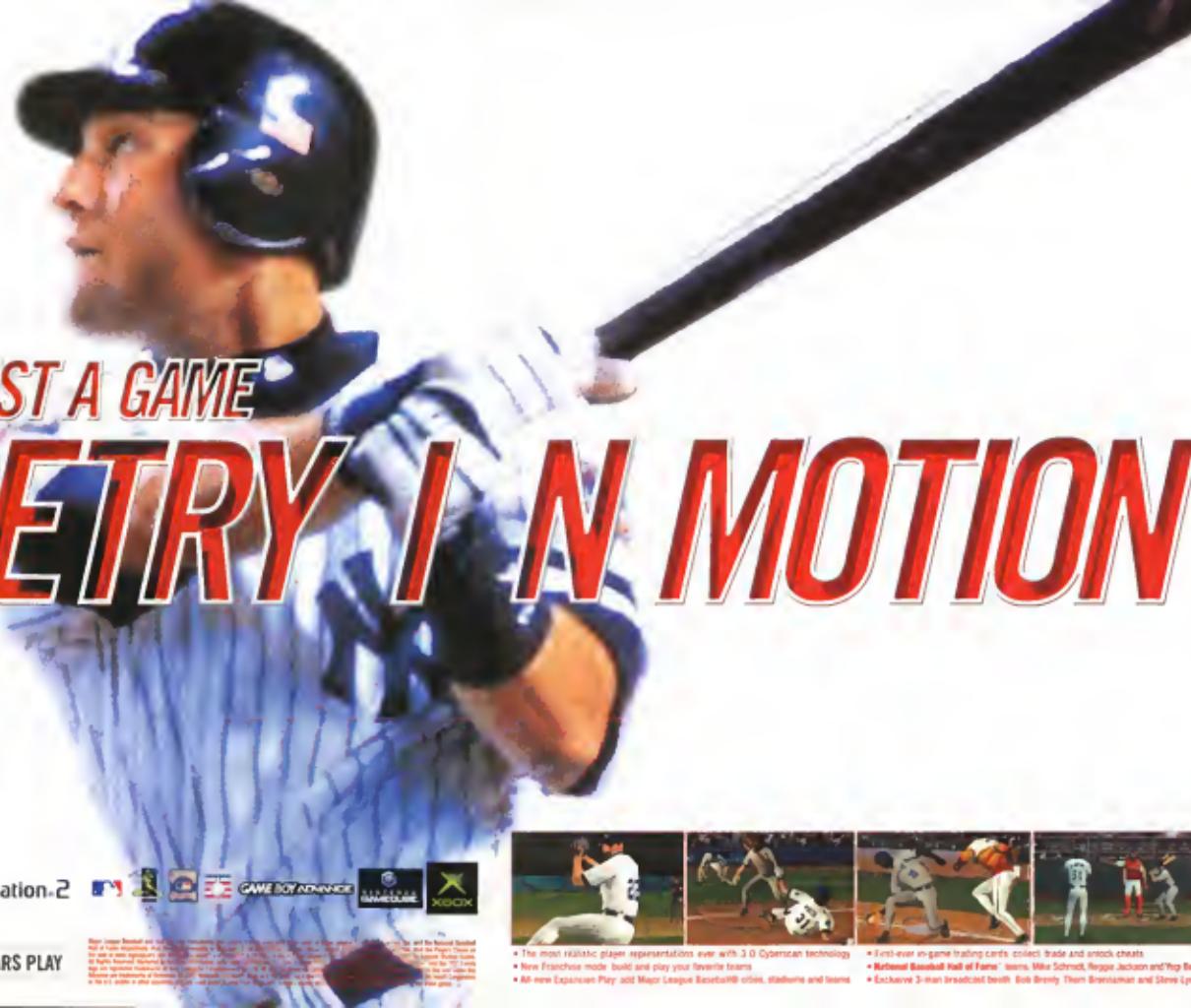
**SAVE
66%!**
OFF THE NEWSSTAND
COVER PRICE





"Handheld Crash is just as awesome as his console adventures." - IGN.COM





NOT JUST A GAME POETRY IN MOTION



Featuring Derek Jeter



PlayStation 2



GAME BOY ADVANCE
NINTENDO
GAMECUBE
XBOX



- The most realistic player representations ever with 3-D CyberScan technology
- New Franchise mode: build and play your favorite team
- All-new Expansion Play and Major League Baseball® cities, stadiums and teams

- First-ever in-game trading cards: collect, trade and unlock cheats
- National Baseball Hall of Fame™ owners: Mike Schmidt, Roger Jackson and Yogi Berra
- Exclusive 3-man baseball debut: Bob Brenly, Tom Browner and Steve Lyons



WHERE THE STARS PLAY

© 2003 Acclaim Entertainment, Inc. All rights reserved. Acclaim, the Acclaim logo, All-Star Baseball, and the All-Star Baseball logo are registered trademarks of Acclaim Entertainment, Inc. All rights reserved. All other trademarks and service marks are the property of their respective owners. Acclaim Entertainment, Inc. is not affiliated with Major League Baseball. Major League, Major League Baseball, the Major League Baseball logo, the Major League Baseball All-Star Game logo, and the Major League Baseball All-Star Game are trademarks of Major League Baseball Properties, Inc. All rights reserved. All rights reserved. Acclaim, the Acclaim logo, All-Star Baseball, and the All-Star Baseball logo are registered trademarks of Acclaim Entertainment, Inc. All rights reserved. All other trademarks and service marks are the property of their respective owners. Acclaim Entertainment, Inc. is not affiliated with Major League Baseball. Major League, Major League Baseball, the Major League Baseball logo, the Major League Baseball All-Star Game logo, and the Major League Baseball All-Star Game are trademarks of Major League Baseball Properties, Inc. All rights reserved. All rights reserved.

MARIO BROS.	11
SUPER MARIO WORLD SUPER POWER-UPS	12
HELPFUL ITEMS AND BLOCKS	13
THE MANY WAYS OF MARIO	14
CAPED CRUSADING	15
YOUR PAL YOSHI	16
DINOSAUR LAND MAP AND KEY	18
WORLD 1: YOSHI'S ISLAND	20
WORLD 2: DONUT PLAINS	25
WORLD 3: VANILLA DOME	34
WORLD 4: TWIN BRIDGES	44
WORLD 5: FOREST OF ILLUSION	50
WORLD 6: CHOCOLATE ISLAND	58
WORLD 7: VALLEY OF BOWSER	70
WORLD 8: STAR WORLD	85
WORLD 9: SPECIAL WORLD	96
ADVANCED KNOWLEDGE	100
BUYER'S GUIDE	106



ICON KEY



IMPORTANT
STEP



MAP-RELATED
STRATEGY



ADDITIONAL
INFORMATION



CAUTION:
DANGER!



POWER MOVE!



MULTIPLAYER



UNLOCK A NEW
LOCATION



MORE INFO
ONLINE

SUPER MARIO WORLD: SUPER MARIO ADVANCE 2



The Mushroom Kingdom's very own plumber-heroes, the Mario Bros., leap their way to the Game Boy Advance in Nintendo's Super Mario World: Super Mario Advance 2. Two classic hits, Super Mario World and Mario Bros., make their spectacular return with exclusive new options, secrets, graphics and multiplayer compatibility.

GENRE: ACTION

PLAYERS: 1 TO 4

RELEASE: FEBRUARY 2002

WEBSITE: GAMEBOY.COM/SUPERMARIOWORLD



© 1993, 2002 Nintendo

MARIO BROS. SUPERSTARS

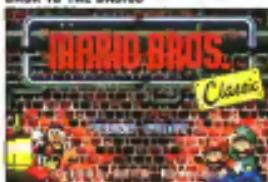
The dynamic duo, Mario and Luigi, are back, starring in two of their greatest hits—Super Mario World and Mario Bros. Some new features for the GBA releases of the two favorites include the ability to choose Mario or Luigi as a character, new secrets and endings, fun multiplayer options and new opening scenes.

ADVENTURES IN DINOSAUR LAND



Quite arguably the most popular Mario title ever, Super Mario World makes its return. With 96 different levels to find, the option to play as either of the Mario brothers and new opening and ending sequences, it's sure to please fans of all ages.

BACK TO THE BASICS



The original Mario Bros. game is back and better than ever! Its Classic Mode is reminiscent of the old arcade hit, and the Battle Mode employs some fun new twists. Both are multiplayer-ready and compatible with Super Mario Advance!



NINTENDO POWER ADVANCE

nintendo.com

MARIO BROS.

THE CLASSIC RETURNS

Everyone's favorite plumber brothers, Mario and Luigi, return in their classic hit based on the arcade version from days gone by. With Classic and Battle Modes, experience the fun alone, or link up with one to three friends to relive the memories.

LET THE BATTLE BEGIN



If you link up with one to three friends, you can play Classic or Battle Mode together. Classic is a Multi-Player Mode—a Game Pak is required in each Game Boy Advance. Battle is a Single- or Multi-Player Mode. You can also link up with Super Mario Advance.

MARIO BROS. CLASSIC

BUMP FROM BELOW



As enemies come out of the pipes at the top of the stage, stand below them and press the A button to jump up and knock them over. In some cases, it will take two hits to knock an enemy on his back. Don't let the baddies get too far!

COIN COLLECTING



Along with pesky pests, coins will come out of the pipes at the top of the stage. Try your best to collect all the coins as they spin around the platforms. If you manage to get a perfect score in the Banks area, you'll earn a 1-Up!

KICK 'EM WHILE THEY'RE DOWN



Your foes won't remain on their backs for long. It's up to you to leap up and kick them out of commission while they're disabled. Don't let an enemy get back up, or it'll change color and move about in a hister frenzy of anger.

MARIO BROS. BATTLE

BATTLE OF THE BROTHERS



In Battle Mode, you get down and dirty in an all-out brotherly brawl with one to three of your friends. The rules for defeating enemies are the same as in Classic, but the Garbage Can has been added. The first Mario to get five coins wins!



GARBAGE CAN GOODIES



Using the Garbage Can is a great strategy. You can throw other players in the Garbage Can to put them out of commission for a few seconds. Useful power-up items that could give you the edge may also appear in the Garbage Can.

BATTLE TACTICS



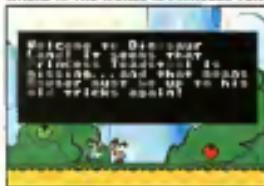
It's every Mario for himself in Battle Mode. Jump on your friend's head or bump him from below to stun him for a few seconds. Try to get to the coins first, even if it means kicking off enemies someone else has tapped over.

SUPER MARIO WORLD

THE ADVENTURE BEGINS

As a golden sun smiles down on Dinosaur Land, Mario, Luigi and Princess Toadstool float over Yoshi's Island in their hot-air balloon. Exciting images of the fun they'll have on the vacation fill their heads with anticipation. Unbeknownst to the trio, a more sinister visitor has also arrived on the peaceful isle...

WHERE IN THE WORLD IS PRINCESS TOADSTOOL?



As Mario, Luigi and Princess Toadstool embark on a fun-filled vacation on Yoshi's Island, the princess disappears mysteriously. A hero's work is never done. Succeeding Bowser as the culprit, the duo set out on their new journey.



TRouble in DINOSAUR LAND



When they arrive on the empty doorstep of Yoshi's House, Mario and Luigi discover there's more to the princess's disappearance than they originally suspected. Noting a note from Yoshi, the Mario Bros. head off to find answers.

SUPER POWER-UPS

Mario and Luigi are going to need some help if they're to succeed in freeing Princess Toadstool and Dinosaur Land from the terrible tyrant, Bowser, and his Koopalings. Throughout their journeys, the Mario Bros. will find magical items that grant them new abilities to aid their crusade.

SUPER MUSHROOM MADNESS

Mystical Super Mushrooms grow all over Dinosaur Land. Mario and Luigi find during their treks that eating one of the tody mushrooms gives them super size and new abilities. When they eat a Super Mushroom, they change into Super Mario and Luigi.



CAPE FEATHER CAPERS

Holding Cape Feathers in their hands, Mario and Luigi notice the appearance of magical Capes on their backs. With a Cape Feather the brothers become Cape Mario and Luigi, which grants them access to new abilities and free reign of the clouds high above Dinosaur Land.



FIRE FLOWER POWER

When Mario or Luigi finds a Fire Flower in Dinosaur Land, he instantly transforms into Fire Mario and Luigi. With the red-hot powers of the Fire Flower, the brothers can lay a barrage of unlimited fireballs at their enemies. As Fire Mario or Luigi, tap the B button to shoot fireballs.



HELPFUL ITEMS AND BLOCKS

Scattered throughout Dinosaur Land are many useful items and types of blocks that will help you on your quest to defeat Bowser and his Koopalings. Some items will give Mario and Luigi special abilities, others will allow them access into secret areas, and some rarer ones will award extra lives.

COINS

Coins are up for grabs in every corner of Dinosaur Land. When you collect 100 coins, you are awarded an extra life. Some stages contain secret bonus areas with tons of coins just waiting to be found. You can collect 1-Ups in nearly every stage if you collect all the coins in that stage.



1-UP MUSHROOMS

The little, green, spiny mushrooms are a rarity but worth seeking out. For each 1-Up Mushroom you find, you'll get an extra life. Many of the bonus areas and bonus games yield multiple 1-Up Mushrooms if you get lucky. Sometimes the little 'shrooms are unseen in a stage, so search everywhere!



TRAMPOLINES

Swing Trampolines allow Mario and Luigi to reach areas they could not jump to on their own. You can pick up Trampolines and move them to where you need the extra boost, and you can use them as many times as you wish. Sometimes the only way to reach an item or exit is with a high jump.



P-SWITCHES

Two colors of P-Switches appear in Dinosaur Land. Blue P-Switches turn solid blocks into coins and coins into solid blocks for a limited amount of time. The rarer silver P-Switches transform enemies into variable silver coins until the timer runs out. You can carry the switches.



GRAB BLOCKS

Purple Grab Blocks are a special type of block that you can pick up and throw. When you pick up a Grab Block, it will begin to flash. Toss the flashing Grab Block up at enemies or run while carrying one to knock out an enemy in your way. You can also use Grab Blocks to feed a young Yoshi and make him grow up.



ROULETTE BLOCKS

You can get one of four power-ups from Roulette Blocks. Depending on where you hit the block, you could get a Fire Flower, Starman, Cage Feather, or Super Mushroom. Watch the changing item in the box and take your hit to get the item you want. Items continue to change after they're released.



STARMEN

Friendly astial creatures infused with the power of the stars. Starmen grant Mario and Luigi temporary invincibility. Starmen are often hidden in Prize Blocks or Roulette Blocks and, when touched, will cause the brothers to sparkle and flash with star power. Their invincibility is very useful!



DRAGON COINS

Dragon Coins look similar to regular coins but have Yoshi's likeness imprinted upon their shiny surface. Most stages in Dinosaur Land have five Dragon Coins—sometimes even more appear in bonus areas. When you collect five Dragon Coins or more, you'll earn a 1-Up for each consecutive coin.



3-UP MOONS

The little fuzzy bodies, 3-Up Moons, are a rare sight in Dinosaur Land. If you are lucky enough to find a 3-Up Moon, you will be awarded three extra lives. The smiling moons are hidden well, so it will take a persistent Mario or Luigi to unveil their hiding places. It's worth the reward, so seek them out!



KEYS

Little golden keys are hidden in many areas in Dinosaur Land. When you find a key, the keyhole it fits into is often nearby. Keys and keyholes open up paths to secret stages and worlds. You have to search high and low for keys, as they are usually in a hard-to-reach or unseen place.



POWER BALLOONS

Power Balloons, or P-Balloons, transform Mario and Luigi into Balloon Mario and Balloon Luigi. The magical balloons are always hidden in Prize Blocks and, once released, float lazily off into the sky. You've got to be quick to grab them. With a P-Balloon, Mario or Luigi can float for a limited amount of time.



MESSAGE BLOCKS

Even Mario and Luigi need a tip or two at times. Located in areas where a new skill or item needs to be used, Message Blocks will give you a to-infer tip to help you along your way. Jump up and hit the block as you would with any other, and press the A Button to make the informative message disappear.



BONUS BLOCKS

Bonus blocks are rare and a puzzle in themselves. If you hit a Bonus Block without solving its puzzle, it will yield only a single coin. To unlock the secret behind the mystical blocks, you must obtain at least 30 coins in the same stage in which they appear. You will be rewarded a 1-Up Mushroom if you succeed.



THE MANY WAYS OF MARIO

Mario and Luigi are both very versatile in their own unique ways—they can take any sort of surrounding and adapt to it like a pro. The Mario Bros. retain all their old stunts and have learned some new ones as well. Bowser and his minions don't stand a chance against the skilled moves of the brothers.

SHARING SHELLS



Koopa Troopa shells can become an instant form of armor or artillery for Mario and Luigi. Stomp a Koopa once, then pick up its shell by pressing the B Button. You can carry the shell by holding the B Button as you walk.

HELL TOSS



Sometimes blocks or enemies are too high for Mario and Luigi to reach. Borrow a nearby Koopa Troopa's shell and carry it to where you need to reach. Press the direction you want the shell to go, then release the B Button to toss it.



VINE KICK



Mario and Luigi can climb vines with an item, which can be useful for reaching some secrets. Pick up the item you wish to bring along, then toss it up the vine. Climb up after the item to catch it and carry it up to the top of the vine.



CHAIN-LINK CLIMB



To climb a fence, press the B Button and Up, then the direction you wish to climb. To knock Koopa Troopas off the fences, either move down on top of them or punch them with the B Button when they're on the other side of the fence.

SUPER SWIMMING



Mario and Luigi take to the waters with ease. Press the direction you wish to swim and tap the A Button to kick up some waves. Let go of the A Button to float down. Press the B Button while swimming to use your Cape or fireballs.

SPIN JUMP SECRETS



Sometimes you'll need to break blocks to reach a pipe or item. Stand on the yellow blocks as Super Mario or Luigi, then press the R Button to leap up and perform a Spin Jump. The Spin Jump is also useful against some enemies.

SLIP 'N' SLIDE



Mario and Luigi can slip up and down various sloped surfaces, which can be a very useful tactic for knocking out lines of enemies headed your way. Press Right or Left and Down to start sliding, then keep pressing Down to the bottom.

CAPED CRUSADING

You can discover many treasures in Dinosaur Land—the greatest of which is the Cape Feather. When Mario or Luigi grab one of the magical feathers, a Cape will appear on his back. While donning the Cape, the brothers can soar high into the clouds, glide and perform a whole new set of special attacks.

CLEAR FUN TAKEOFF



Before you can go soaring into the wild blue yonder, you'll have to build up some speed for takeoff! Search for a flat area that's clear of enemies and obstacles to use as your runway. You may need to clear a path before taking flight.



STAY ALIVE!



After building up enough momentum to fly, press the A Button to rise into the sky. Once in the sky, continue to hold the A and B Buttons and tap the opposite direction. Mario or Luigi is flying as his head begins to tip downward.

ASCEND TO THE HEAVENS



Once you find a clear spot to build up enough momentum for takeoff, you can explore the clouds above. Run in the direction you wish to go, then press the B Button to accelerate. When Mario or Luigi puts his arms out, you'll be ready for flight.



SAFE LANDING



Mario and Luigi can glide while wearing the Cape, which is very useful for making precise landings on small targets. Press the B Button to jump, then hold B while using the Control Pad to maneuver while gliding.



SUPER CAPE ATTACK



Nearly every enemy is vulnerable to the powerful Cape Spin attack. Stand near one of Goomba's baddies while wearing the Cape and press the R Button to let loose a whirlwind of cape fury. Try the Cape attack while running.

FAST DIVE FROM THE SKIES



You can perform a thunderous attack that will send everything below you flying in shock. To perform the Fast Dive, hold the A and B Buttons so you continue flying, then press the same direction you are flying to cause an earthquake below.

BODY PRESS CRUNCH



Use Mario or Luigi's iron belly to pound enemies into the ground from above. While in flight, let go of the Control Pad to glide down with the Cape open. You can glide over and smash one or several enemies with the Press Crunch.



YOUR PAL YOSHI

The playful natives of Dinosaur Land, Yoshis become fast friends with the Mario Bros. Joining the quest to defeat Bowser, Yoshi is a valuable ally with his various special abilities and lightning-quick tongue. There are four different colors of Yoshis, each with its own unique attributes.

HATCH A FRIEND



Yoshis are always hatched from a Yoshi's Egg. Sometimes the eggs are hidden in Piranha Blocks, other times they're in plain sight. Yoshi's Egg will yield a Yoshi of the same color that is either full-grown or a baby, depending on the stage.

HURTURE THE YOUNG



When you discover a baby Yoshi in the Star Worlds, he will be very weak. You must feed the young duo to make him grow into an adult Yoshi. Five enemies or items or a power-up item will make the baby Yoshi grow up.

YOUR LEAD STEED



Rule in style through Dinosaur Land atop your pal Yoshi. When you encounter a full-grown Yoshi, hop on his back for a ride. Press the R Button to dismount. But be careful—Yoshi is easily spooked and will run off if hit by an enemy.

FASTEST TONGUE IN THE LAND



While atop Yoshi, press the B Button to make him stick out his tongue. If you are near most enemies, he will slurp them up into his mouth. When Yoshi swallows a Koopa, it will hold the shell in his mouth. Press B to spit it out.

RED-HOT YOSHI



When Yoshi swallows a red Koopa shell, he gains the ability to spit three fireballs at once. Press the B Button to spit out a powerful fire attack that will clear any nearby enemies. If you're on a red Yoshi, any color shell will produce fire.

YELLOW SHELL STOMP



Gulp up a yellow Koopa shell to make Yoshi stomp the ground and cause an earthquake that will clear the enemies in the area to flying. Press the A Button to jump and stomp. If a yellow Yoshi swallows any color shell, he can stomp.

INTO THE BLUE



With a blue Koopa shell in his mouth, any color Yoshi will sprout wings and fly for a short period of time. Try to tap the A Button as Yoshi starts to swallow. If you are riding a blue Yoshi, any color shell will yield wings.

GREEN SHELL SHOOTERS



Swallowing a green Koopa shell is a great way to move down enemies in your path. Yoshi will hold the shell in his mouth until you press the B Button to spit it out. Follow the speeding shell to clear a path but watch out for the rebound!

RED BERRIES



Growing among the lush scrubbery of Dinosaur Land are three types of juicy berries which happen to be Yoshi's favorite treat. Red Berries are the most common and appear all throughout Dinosaur Land. When Yoshi gobble up 10 Red Berries in the same stage an egg will appear and hatch a Super Mushroom.

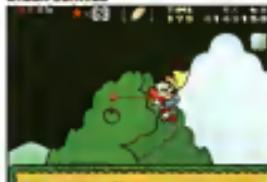


PINK BERRIES



Pink Berries are much more rare than Red Berries—often there are only two in a stage. When Yoshi eats two Pink Berries in the same stage, a cloud will appear and drop coins. Collect all the coins to earn a 1-Up.

GREEN BERRIES



Green Berries are extremely rare. When Yoshi eats one of the elusive fruits, it will add 20 seconds to the stage's timer.



CHIPMUNK CHEEKS



Just like a crafty little chipmunk, Yoshi can hold an item in his cheeks for later. Swallowing items like a P-Switch or Trampoline for later use is a very useful tactic when you need to carry the item a long distance.

TONGUE-GRAB



Yoshi's amazing, sticky tongue can grab items that Mario or Luigi would have a hard time reaching. Blocks, pipes, and other obstacles don't stand a chance against Yoshi's tongue. Some items and keys can be reached only by Yoshi's tongue.

MYSTICAL YOSHI'S WINGS



Hidden in Prize Blocks throughout Dinosaur Land are rare Yoshi's Wings. If you're riding Yoshi when you release the wings, leap up into them to be carried to a secret bonus area in the clouds. Any color Yoshi will be able to use the wings.



HIDE-AND-SEEK YOSHI



Sometimes Yoshi is hidden in secret areas of the stages. If you don't look for Yoshi, you could pass up the opportunity to bring your hero pal along for the fun. Always search every nook and cranny of Dinosaur Land for him.

YOSHI'S ISLAND

As Mario and Luigi embark on their adventure to save Princess Peach, they're joined by the helpful dinosaur, Yoshi. Bowser has also captured Yoshi's friends, so it's off to the rescue together!

YOSHI'S ISLAND 1

1 JUMP AND DUCK



Run up the sloped ledge and jump to reach the Dragon Don. Quickly duck to avoid Banzai Bill, or jump on top of him to knock him out.



- A: Yoshi's House
- B: Yoshi's Island 1
- C: Yellow Switch Palace
- D: Yoshi's Island 2
- E: Yoshi's Island 3
- F: Yoshi's Island 4
- G: Iggy's Castle



2 CHASING LOFTY TREASURES

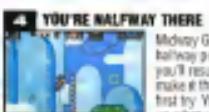


Some items are hidden in Flying Prize Blocks. When you jump up and hit the striped blocks, the treasure inside will fall into your hands before

3-UP MOON: Only Captain Mario or Luigi can reach a rare 3-Up Moon. After finding a Cape Feather in Desert Plates 1, return to your up to the prize.



Mario and Luigi can perform a Spin Jump by pressing the R Button. Use the Spin Jump to crash through blocks and reach hidden treasures and areas.



4 YOU'RE HALFWAY THERE: Midway Gates mark the halfway point and where you'll need to make it through on your first try. You'll get a power-up when you pass one.

5 TOSSIN' KOOPA SNAILS



You can hit some unreachable blocks from below by tossing a shell up at them. Grab a nearby shell with the B Button, aim and let go to throw it.



6 1-UP MUSHROOM IN THE CLOUDS: After hitting the block overhead with the shell quickly run past the cloud path. Duck the oncoming Banzai Bill and jump to get a 1-Up Mushroom.

7 FLOWER POWER



Hit the block and collect the Fire Flower to transform into Fire Mario or Luigi. Blast your enemies with bouncing blocks by pressing the B Button.



8 BOUNCING BOOST: Run and bounce off Chargin' Cheeck's head for an extra boost. The higher you bounces the Goopier, the more Goal Stars you'll earn.

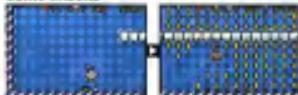
YELLOW SWITCH PALACE

THE MYSTERIOUS SWITCH PALACES



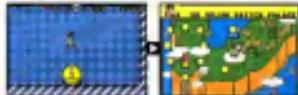
After you complete Yoshi's Island 1, the Yellow Switch Palaces will appear. There are four Switch Palaces spread out over Dinosaur Land. Each when activated will make yellow, green, red or blue blocks appear where outlines of blocks once were.

COINS GALORE



After stomping on the P-Switch quickly run and collect as many coins as you can before the timer runs out. For every 100 coins you get a 1-Up.

YELLOW BLOCKS RELEASED

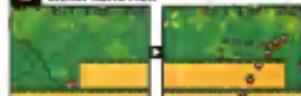


When you appear in the room with the large yellow switch, run on it to activate yellow blocks throughout the land. The blocks will aid you on your journey.

YOSHI'S ISLAND 2



9 CHAIN REACTION



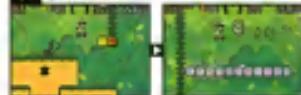
Pick up the empty shell and toss it at the chain of red Koopas. Quickly follow the speeding shell as it overturns the turtles to earn a 1-Up reward.

10 HUNGRY, HUNGRY YOSHI



When Mario or Luigi hops onto Yoshi's back, enemies beware! Press the B Button to make Yoshi chomp Bawser's meddling shelled minions.

11 CLIMBING VINES



Hit the yellow block on the right to make a vine grow. Climb the vine to the clouds above, where a hidden Dragon Coin awaits.

12 GRAB THAT YOSHI



The secret area beyond the blue pipe is easy to reach with Yoshi. The nearby Monty Mole has other plans to prevent him from making Yoshi run off.

13 SECRET TREASURE CAVERNS



Within the secret cavern are Flying Piranha Plants. Hit them away by throwing the Grab Blocks up or using Yoshi's tail height and jumping up off his back.



14 END WITH A FRIEND

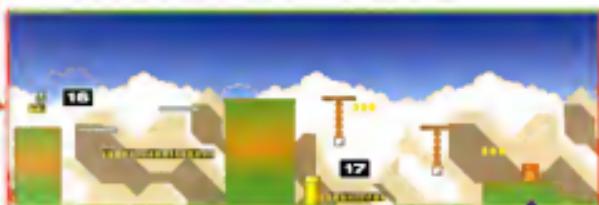


If you break the goalpost tape while riding Yoshi, not only will you get more Goal Stars but Yoshi will accompany you to the next area.

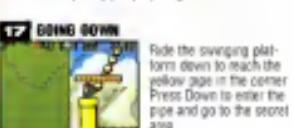
YOSHI'S ISLAND 3



Carefully leap from solid ground onto the midair swinging platforms to reach the next area. As the platform rotates, jump when you are closest to the next patch of solid ground. Watch out below—there's nothing to break your fall.



Among the benefits of having Yoshi along for the adventure are the added opportunities to grab 1-Ups. If you already have Yoshi, grab Yoshi's Egg and you will become a 1-Up Mushroom. Hit the right Press Block, then quickly jump up to grab the treasure.



Ride the swinging platform down to reach the yellow pipe in the center. Press Down to enter the pipe and go to the secret area.



Step on the P-Switch to transform the coins temporarily into blocks. Use the blocks to cross the lava safely and reach the Dragon Coin on the other side.

Crossing the stretching platforms takes some quick reflexes. Stay on the block closest to the center, then jump to the next set of shifting blocks.



The last Dragon Coin is just before the course's goalpost. Ride the three swinging platforms toward the exit and position yourself for a giant leap toward the Dragon Coin. If you miss it on your first try, you can return to the stage and try again.

GOAL



YOSHI'S ISLAND 4



To reach the hidden 1-UP Mushroom, have Yoshi bounce high off one of the flying fish, then Super-Jump off his back up to the platform above.



2-2 SINKING SUPER MUSHROOM

When you hit the Prize Block, the Super Mushroom will slide off onto the floating island to the right, then into the water if you aren't quick. After hitting the Prize Block, hop onto the island to get the Dragon Coins, then let the mushroom come to you.

2-3 BLUE PIPE TO DRY LAND



Collect the coins, then stand on the blue pipe and press Down to enter a dry area. Jump carefully—those are Floating-Mine-infested waters.

2-4 MEET POKEY



Pokey may look like a friendly little cactus, but boy are its spines sharp! Fireballs don't work against Pokey, so leap over it or bring Yoshi.

2-5 THE BRIDGE OF COINS



Pick up the red shell by walking up to it and pressing the B button. Aim at the P-Switch above by pressing Up, then let go of the B button. When the P-Switch falls, jump on it to transform the coins into a bridge across the open water.



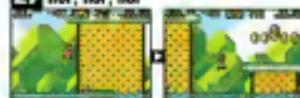
Grab the Starman to become Invincible Mario or Luigi. If you're quick enough, you can get a few 1-Ups by dashing through enemy holes.



GOAL



2-8 HOP, HOP, HOP



The floating platforms sink a little when you jump on them. Make quick jumps across the three islands and grab the Dragon Coin.

2-9 PIPE TO FREEDOM



Run right into the green pipe to warp to the end of the stage. Jump high when catching the Goliath tape to earn as many Goal Stars as possible.



IGGY'S CASTLE



29 IGGY'S FIERY FORTRESS



Iggy's Castle is riddled with fence-climbing Koopas, bubbling pits of lava and plummeting columns. Jump on the fence and climb on!

31 FIRE UP!



Jump on the P-Switch to reveal a valuable fire flower in the center. Pray Black. Climb up and jump to collect the flower, but watch out for Koopas

30 CLIMBING KOOPAS



Hit the climbing Koopas on the same side of the fence from above, or press the B button to knock down ones on the opposite side.

32 LAVA BUBBLE DODGE



As you climb over the pools of lava, watch out for the Lava Bubbles that shoot up. You can't hurt the fiery bubs, so time your climbing carefully.

33 SWITCHING SIDES



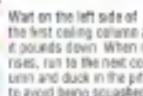
To switch sides of the chain-link fence, press the B button at one of the revolving squares. You'll have to do so to reach some Dragon Coins.

34 HALFWAY-POINT REST



After climbing all the fences, you'll be rewarded with a little rest. Cut the Midway Gate tape to power up and save your castle progress.

35 DASH AND DUCK



Wait on the left side of the first ceiling column as it pounds down. When it rises, run to the next column and duck in the pit to avoid being squashed.

36 POWER UP FOR VICTORY



Take advantage of your last chance to power up before facing Iggy. Jump up to reveal a Fire Flower—a useful tool against the Koopalings.



37 FINAL DRAGON COIN



The last Dragon Coin in Iggy's Castle is a today coin to get. As the final ceiling column rises, run and jump across the stretching platform.

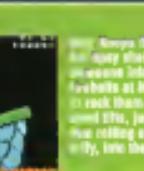


BOSS BATTLE

PLAY WITH KOGO



PLAY WITH KOGO



Now, Rompe Rompe is at a set of lava upon his fiery shell. We don't like when enemies interrupt this fun, so make sure to stomp on Mario or Luigi while trying to knock them off into the lava. As the second hit, jump on Iggy's head to send him rolling out of control—and, hopefully, into the lava.

FREEOM RETURNS TO YOSHIS ISLAND



With Iggy defeated, Yoshi's Island is free from Bowser's clutches. But you can't rest yet—the princess and remaining Yoshi need your help.

ONWARD TO DONUT PLAINS

A new path to Donut Plains will appear with the fall of Iggy's Fortress. Secret areas, new items and more enemies await Mario, Luigi and Yoshi as they continue their search for Bowser.



DONUT PLAINS

DONUT PLAINS 1

39 FLYING SUPER KOOPAS



Super Koopas fly through the air and periodically dive at Mario and Luigi. If you see a Koopa with a flashing cape, jump on it for a Cape Feather.

DONUT PLAINS: Rolling hills, waterfalls, streams, deep canyons and new secret areas may all be found in this donut-shaped land.

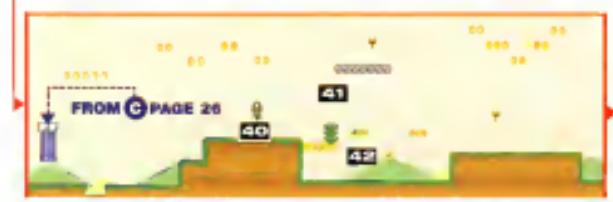


START



TO PAGE 26

TO PAGE 26



FROM C PAGE 26

41 A VINE TO THE CLOUDS



Hit the far-right block to make a vine appear and grow up into the clouds. Quest the vine to get one of the five hidden Dragon Coins in the area.

SECRET EXIT:

The golden key and keyhole unlock the first secret area in Donut Plains. Fly up to the ledge as Cape Mario or Luigi or return after the Green Switch Palace is activated.

42 SOGBALL



Two Charged Chucks take turns trying to hit Mario or Luigi with their baseballs. With Yoshi, bounce on their heads once to stop their troublesome pitching. Hit them over the head a few more times to put them out of commission for good.



GOAL

43 GO FOR THE GOAL



To avoid the tight formation of Super Koopas, jump above them or duck below as they fly by. At the goal, use Charge Chuck for an extra boost.



DONUT PLAINS 1 HIDDEN AREAS

1-UP ROOM: You have the chance to get up to five 1-Up Mushrooms in this hidden area.

TO C PAGE 25



FROM A PAGE 25

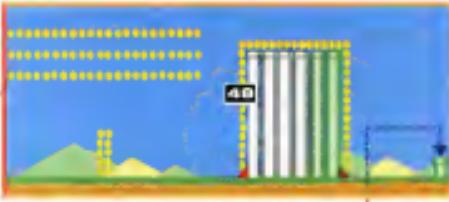
46 ENTERING COIN HEAVEN



The second secret area in Donut Plains is full of coins, coins and more coins! Grab the Cape Feather at the entrance and run up the sloped block to get a good running start. The area is a gold mine, but it's very easy to lose track of time in it.



FROM C PAGE 25



TO C PAGE 25

46 JUMP CAREFULLY



You must hit each row of Pipe Blocks in a certain order to earn a 1-Up Mushroom. If you cheese the correct block, it will turn green and have a circle on it.

46 THREE IN A ROW WINS THE PRIZE



If you successfully get three green blocks in a row, you will be awarded with a 1-Up Mushroom. If you guess right every time, you could walk out with five extra lives!

47 COIN COUNTER



There is a total of 600 coins in the bonus area. The coin counter will help you keep track of how many remain.

46 FRAMES BY COINS



Coins frame the set of pipes at the end of the area. Using the sloped block, run up, across and down to gather them all.



DONUT PLAINS 2

49 BUZZY BEETLE AND SWOOPER



51 UP WE GO



Quickly run past the moving platform below the orange and green pipes and wait for the platform on the right to lower. Jump on the left platform avoiding the Swoopers. As it rises, leap up into the second green pipe to enter a secret area.

Jump on top of Buzzy Beetle's shell and send him spinning into the nearby Swooper. Hit the far-right Prize Block for a needed Super Mushroom.

50 BOUNCING BUZZY



As the platform rises, you will be trapped between two walls. If you jump on Buzzy Beetle, leap out of its way as it nosheels off the walls.

SECRET EXIT: The golden key and keyhole lead to the Green Switch Palace. Use the vine or a Cape Feather to reach it.



GOAL

START

52 A BUMPY PATH



Run along the bumpy cavern floor, avoiding enemies and timing your jumps past the lowering areas. Once you reach the last moving platform on the right, take a running leap onto it. If you don't make the jump in time, you'll get squashed.



GOAL

53 GROWING VINES



Hold a shell and Spin-Jump through the blocks. Take it to the far-right stone step block and toss it up to make a vine grow. Follow the vine to the key.

GREEN SWITCH PALACE

SHELL TOSS



Upon entering the Green Switch Palace, pick up the shell then jump on the P-Switch to your right to make the brown block turn into a coin. Drop down the opening and toss the shell to the left. Jump back to the upper path and follow the shell to the right for a 1-Up!

RIGHT TO THE GREEN SWITCH



After having fun with the Koopas below, follow the upper path to the right to find a green pipe. Enter the pipe to reach the Green Switch room.

GREEN BLOCKS AROUND



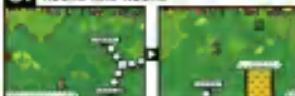
Jump on the Green Switch to release the green blocks from the palace. Solid blocks will appear everywhere there had been a green outline.



DONUT PLAINS 3



G1 ROUND AND ROUND



Jump onto the Triple Swing Lifts and ride them until you're near the next area of solid ground. Unlike in previous stages, the platforms won't stop.

G2 ON TRACK



Allow the Polly Lift to bring you around to the moving Triple Swing Lift with the Dragon Coin on it. Jump to the right and grab the coin.

G3 DROP DOWN



Drop down to the lower ledges using either a Cape Feather or a Spin Jump to smash the blocks. Hit the far-right block to make a vine sprout.

G4 COINS IN THE CLOUDS

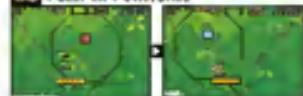


After climbing the vine up into the clouds, grab the second Dragon Coin. Run right along the cloud path and drop straight down to the solid ground below.



1-UP ROOM

G5 FULLY LIFT SWITCHES



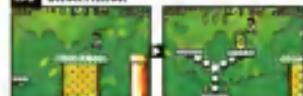
Some Polly Lifts have ON/OFF switches. The lifts can along their tracks normally until the switch is turned to OFF, then the track changes course.

G6 FOLLOW THE LIFT



One of the Polly Lifts has a track that's broken into three segments. At the end of each one, jump to the platform to continue your ride to the end.

G7 BACKTRACK



After exiting the 1-Up Room, you will need to backtrack to your left to find the last Dragon Coin. Jump onto the Triple Swing Lift to pick it up.

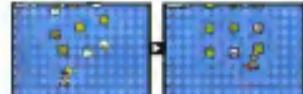
GOAL STARS



Each time you collect 100 Goal Stars, you'll earn a trip to the Bonus Room. The higher you break the Goalpost tape, the more stars you'll get.

THE BONUS ROOM

JUMP FAST



If you can time your jumps so that you hit each block before it passes, you'll get the same gizmo to appear.

BINGO!

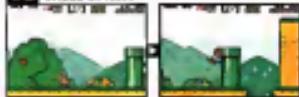


If you get lucky enough to have three of the same symbols in a row, you'll get a 1-Up Mushroom. You can get up to eight if you time things just right.



DONUT PLAINS 4

68 SHELL SPRINT



Just past the start of the stage is a meddlesome shell-less Koopa. Press the B Button to dash to the shell and kick it before he can get inside.

START

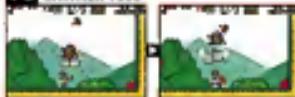


69 PIPE-BALANCE



As each pipe moves up and down, you'll need to jump right from pipe to pipe to continue on. Sliding with the Cape makes landings easier.

70 HAMMER TOSS



The Amazing Flying Hammer Brothers found throughout the stage try to knock Mario and Luigi out with a barrage of hammers from above. Knock the first one off his flying platform by jumping up from below, then hitch a ride.

71 SECRET CLOUD PATH



Just after exiting the underground area, you'll see a cloud path high overhead. To reach it, use a Cape Feather or have Yoshi eat the shell of the blue Koopa. Jump up under then to the right of the gray block at the end of the clouds for a 1-Up Mushroom.



72 ROULETTE BLOCKS

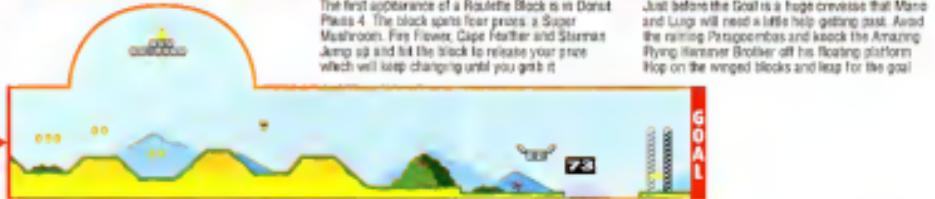


The first appearance of a Roulette Block is in Donut Plains 4. The block spins four times, a Super Mushroom, Fire Flower, Cape Feather and Starman. Jump up and let the block to release your prize which will keep changing until you grab it.

73 HITCH A LIFT

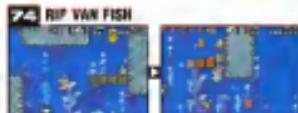


Just before the Goal is a huge crane that Mario and Luigi will need a little help getting past. Avoid the running Pataponimos and knock the Amazing Flying Hammer Brother off his floating platform. Hop on the winged blocks and leap for the goal.



GOAL

DONUT SECRET 1



The snoozing Rip Van Fish are harmless while they're asleep, but if you wake them up, they'll chase Mario or Luigi down. Get rid of the grumpy fish by using fireballs or bumping them out of comatose with blocks.



In the bonus area, hit the block to make a P-Balloon appear, then transform into Balloon Mario or Luigi. Float along the left side of the room to get the second P-Balloon, then drift up to the top where you will find two Dragon Coins and a 1-Up Mushroom.



Guarding the Goalpost is one last Rip Van Fish. Swim along the walls—up and right—to avoid waking the slumbering fish. Swim to the right and try floating to the very top of the Goalpost as the tape moves to earn 50 Goal Stars.

SECRET EXIT: The hidden key and keyhole lead to the Donut Secret House. Get to the key by using a P-Switch near the blocks.



Press the B Button to pick up the P-Switch, then swim right to some blocks. Activate the P-Switch, grab the key and swim with it to the keyhole.

DONUT SECRET HOUSE



A

B

E



C

D



78 KEEP THE BOOS AT BAY

Pick up a Dragon Coin to the left of the circling Boo Buddies. Run right and use the spring to bounce by the giant ghost.



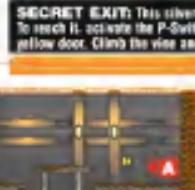
Before activating the P-Switch, clear the coins around the platform. Three new doors will appear when the switch is activated, so think fast!



C

B

GOAL



SECRET EXIT: This silver door leads to Star Road and Star World 1. To reach it, activate the P-Switch below and hit the center block above the yellow door. Climb the vine and enter the door before time is up.



You'll be the very first guy, but don't turn your back on him. After entering the correct other door, you'll encounter the huge ghost. To defeat him, pick up the vine blocks and have them snap at him three times.

DONUT SECRET 2



B1 CHAINING COINS



When you hit the first block, a chain of coins will start to move. You can control the chain's direction, but it will stop if it hits something.

B1 REACH FOR THE STARMAN



Using the Trampoline, bounce up and hit the block overhead to make a vine grow. Shimmie up the vine to find a block containing a very useful Starman.



B3



With your Starman-powered invulnerability, Spike Tops are no match for you. Dash through as many of the pointy-shelled beetles as you can before you return to normal. If you can make it to the next block to the right, you can get a second Starman.



B4 FLOATING FOR COINS



Grab the power-up item outside the pipe, then enter and transform into Balloon Mario or Luigi for some floating coin-collecting fun.

B5-10 LI' NIPPENS



The hungry plants found in the stage all want to take a bite out of Mario and Luigi. Take your steps to avoid falling prey to the Jumping Piranha Plants and Muachers. Using a Spin Jump with the Cape and bringing Yoshi along are also great strategies.



GOAL

B5 BOWLING FOR SPIKE TOPS



Bounce atop the oncoming Koops to knock it out of its shell. Kick the shell at the line of Spike Tops and run after it to earn a 1-Up Stink!

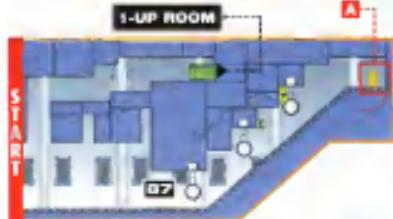
B6 HOP 'TIL THEY DROP



Jump on the incoming Winged Koopa Troopa and keep hopping to earn a 1-Up. Press Right to clear the gap below in the Koopas tall.

MORTON'S CASTLE

MORTON'S ROOM



The entrance to Morton's Castle is guarded by pesky little Thwomps. Run past the bouncy little blocks to the elevator. Move up toward the door, ducking when needed to avoid being crushed by the three huge Ball of Chains along the way.

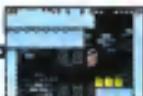


Three Thwomps guard the next hallway. The huge stone enemies come crashing to the ground if they sense someone is pass as they're rising.

1-UP HALL OF THWOMPS

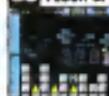


8-UP SHIFTING WALLS



Activate the Mystery Gate before moving on. The next room's walls will shift so time your movements carefully. As the first wall on the right slides out, you will have just enough time to skip beneath the Pipe Block to collect a power-up and some coins.

80 FLOOR OF SPIKES



As the walls slide, dangerous spikes move across the floor. Jump from the right to the left using the green block as a resting point between boards. As you climb up to the door to Morton's room, grab the last Dragon Coin.



BOSS BATTLE

MORTON THE THWOMP

MORTON'S CASTLE - 1-UP ROOM



Morton is a loud-mouthed troublemaker and high-time someone put a muzzle on him, he'll be stomping the walls and rolling of his way. He will try to drop down on you. When Morton falls from the ceiling, quickly run as well as dodge his attack then leap up and pound him on the head.

1-UP HALL OF THWOMPS



Morton is a troublemaker who is on the loose in this room. Avoid him when an attack of you by jumping and landing a hit on his head board. As soon as the battle begins, try to get one good head pounding in before he gets away.

100-UP DEATH



Morton is a troublemaker and a killer of the house, move to the center then don't get out of the way as he falls. Jump and hit him on the head before he has a chance to run to the walls again. Three good slams on the head will finish him.



VANILLA DOME

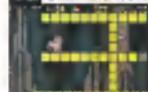
VANILLA DOME 1

Q1 FOLLOW THAT BLOCK



As you enter Vanilla Dome 1, run past the approaching Spike Tops and chase down the Flying Prize Block for a helpful power-up.

Q2 CLEARING A PATH



Pick up one of the empty Koopa shells, then drop down to the floor! As a Buzzy Bee approaches, kick the shell and run after it to clear the way.

VANILLA DOME: The vast, shimmering landscapes of the Vanilla Dome make up the largest area in all of Dinosaur Land.



- A: Vanilla Dome 1
- B: Vanilla Dome 2
- C: Red Switch Palace
- D: Vanilla Ghoul Island
- E: Vanilla Dome 3
- F: Vanilla Dome 4
- G: Lummox's Castle
- H: Vanilla Secret 1
- I: Star Road 2
- J: Vanilla Secret 2
- K: Vanilla Secret 3
- L: Vanilla Fortress



START

Q1

Q2

Q3

Q3 BOUNCING BEETLES

Jump up when you reach the end of the small block maze. Send the Buzzy Beetles flying as you bump the blocks from below.

SECRET EXIT: The wing that sprouts when you hit the block leads to a secret key that opens Vanilla Secret 1. Use either the red blocks, the Caps or a Double Jump with Yoshi to reach it.

Q4

Q5

Q6

Q7

Q8

Q9

Q10

Q11

Q12

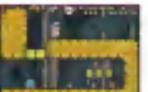
GOAL

Q4 STAR-SPRINT



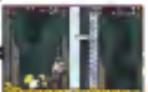
Hit the Prize Block and grab the Starcoin at the entrance to the next area. The main piece of land is strong and won't wait for you, so make a run for it. Don't stop for anything but the Dragon Coin at the end of you'll sink into the lava below.

Q5 A DEAD END?



When you reach the end of the path, it will look like a dead end. Hit one of the blocks overhead to make it spin, then jump up on the solid block beside it. Jump to the right to set foot on land again, close to the Goalpost.

Q6 TOUCH FOOTBALL



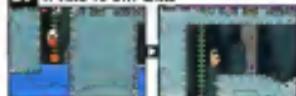
Chargin' Chuck is guarding the Goalpost and punting footballs in your path as you drew near. Jump on Chargin' Chuck's head once to make him stop throwing the footballs, then use his head as a boost to reach the goal.



VANILLA DOME 2



97 A VINE TO DRY LAND



After swimming as far as you can, jump up and hit the block above the water. Climb up the vine to a higher area of land, then continue right.

SECRET EXIT: The secret key and keyhole lead to the Red Switch Palace. To reach the key you must first find and activate a P-Switch to the right. See "P-Switch Magic" below for details.

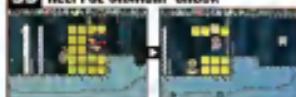


98 P-SWITCH MAGIC



Carry the P-Switch to a block wall on your left. Activate the switch, then run left and drop down into the water past the Dragon Coin for the key.

99 HELPFUL CHARGIN' CHUCK



Past the Midway Gate is a wall of blocks. There are two ways to clear the obstacle—either use a Caps Spin or allow the nearby Chargin' Chuck to crash through the blocks and create a new path. Grab the power-up in the Roulette Block to the right.



100 SLIPPIN' AND SLIDIN'



The floor of the secret underground area is very slippery. As you move forward, jump over the Buzzy Beetles and wavy gaps. Stop for the Power Block on the third area of land, but be careful not to slide right into the oncoming Buzzy Beetles.

101 TEAM CHARGIN' CHUCK



Two Chargin' Chucks are waiting to tag-team you as you near the Goomba. Use their hard heads to bounce over the last remaining obstacles.

RED SWITCH PALACE

KOOPA-CHAIN REACTION



To solve the Red Switch Palace puzzle, pick up the P-Switch and drop it next to the far-left block. Activate the switch, then jump onto the row of blocks that forms. Follow the flashing kamikaze Koopa shell all the way to the right before time runs out.

THANKS, KOOPA TROOPA



The flashing Koopa shell will knock over anything in its path as it follows you. Run to the far-right end of the room and step to earn a 1-Up.

VANILLA GHOST HOUSE

102 RING AROUND THE BOOS



Within the Cirling Boo Buddies are a Dragon Coin and Prize Block. Wait for an opening in the ring of ghosts, then make your move.

103 WATCH YOUR BACK



Boo Buddies are shy little ghosts, but if you show your back to them, you'll find yourself surrounded. Each step, turn to face the Boos to keep them at bay.



104 ESCAPE THE BIG BOO

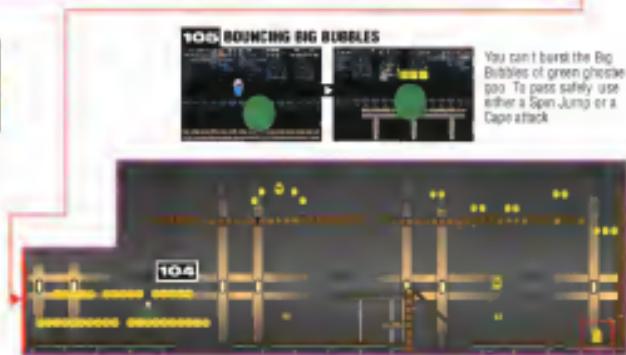


The Big Boo and Boo Buddies get a little close for comfort near the rows of yellow blocks. Drop down to the lower-right blocks and pound the third block from the left to find a vine. Grab the vine to escape the Boo and find a Dragon Coin.

104 BOUNCING BIG BUBBLES



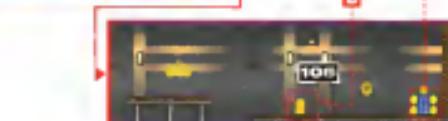
You can't burst the Big Bubbles of green cheese goo. To pass safely use either a Spin Jump or a Cape attack.



105 ONE WAY OUT



There is only one exit out of the Haunted House. Carry the P-Switch to the fire coin on the right, activate the switch and enter the silver door.



VANILLA DOME 3

START

107

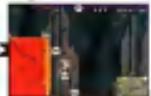
107 BLARG BITES



Blarg lives deep within the molten lava of the Vanilla Dome. When you see the lony creature surface, jump off of the way, or become a snack.

108

108 LAVA RIVER RAFTING



Mario and Luigi will stick to the skull raft like glue. There's no need to jump unless the raft is coming to an end or you need to dodge an obstacle.

1-UP ROOM

109

109 SOAR TO THE MOON



Nestled in a little cove far above the lava is a 1-Up Moon. To reach it, pick up a Cape Feather from below. Fly up and right, then run left.

110

110 SWELL HOP



Stamp on the Koopa that's licking the shell, then jump on the shell to stop it. Get the Midway Gate tape and toss the shell at the center block to free Yoshi.

111

111 PIRANHA PLANT GAUNTLET



As the skull raft passes beneath the platform you must jump above and follow it to the right. Dodge the Piranha Plants or give Yoshi a little snack.

112

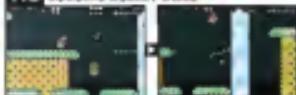
112 GOING DOWN



The skull raft finally comes to the end of its track near the Goalpost. As the raft reaches the edge of the lava-fall, make a mighty leap for it.

VANILLA DOME 4

113 DOGGING BULLET BILLS



Bullet Bills come shooting out of nowhere at Mario and Luigi in the lead beneath the skies. Duck beneath or jump on top of the ballying bullets.

114 SPRINGY STEPS



To reach the Super Mushroom, drop down using the five springy platforms then bounce your way back up. Watch for spreading Bullet Bills!

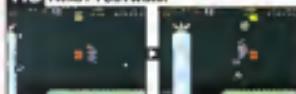
START

113

114

115

115 FANCY FOOTWORK



Jump in a counterclockwise motion around the block to make a 1-Up Mushroom appear. Be quick to grab it as it springs off to the right.

116 KOOPA TROOPA BOOST



It takes a well-timed jump to reach the Midway Warp for the Winged Koopa Troopa to fly as high as the gate. Then double-jump off its back.

116

117 A PATH BEST TRAVELED ALONE



The hidden coin room is best to visit alone because Yoshi can't make some of the jumps. Don't lose the skull raft, or you'll be stranded.

118 OBSTACLE COURSE



As the skull raft floats along, duck or jump the block obstacles that get in your way. Grab as many coins along the way, but don't get left behind!

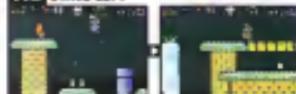
117

118

120

GOAL

119 STAGE LEFT



After exiting the lava-filled open area, backtrack left to the raw of blocks. Spring to the ledge below, or glide with the Cape for a 1-Up and coins.

120 JUMP FOR THE STARS



At the Goalpost, bounce on the top of the springy platforms to catch the tape at the very top. Try to drop down and get all 50 Goal Stars!

VANILLA SECRET 1



121 POWER-UP PIT STOP



You have only two chances to grab a power-up item in Vanilla Secret 1, so don't mess out. Just after you enter the stage, jump up and right—dodging the Winged Koopa Troopas that hover above. Leap to the left and up to find these Power Blocks.

123 DRAGON COIN DROP



One of the five Dragon Coins is a bit out of sight. After climbing the two vines, run left and drop down into the pit with these spring platforms along the left wall. Grab the Dragon Coin at the bottom and bounce your way back up.

122 CLIMBIN' VINES

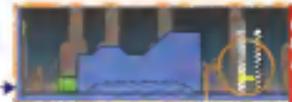


The only way to go is up. Stand on the green pipe and hit the center yellow block to make the first vine grow. Climb up the wall, then drop down onto the left ledge. Hit the block above to sprout the second vine. Up you go!

124 SPRING ACTION



Six Winged Koopa Troopas guard a narrow passage you must get through to continue on. Bounce on the spring just before the opening—then the space between the Koopas and the gap lets up, quickly press Up and the B button to fly through.



125 SPRING TOSS



To reach the five Dragon Coins that hang high overhead, pick up the Trampoline and toss it up to the ledge below each coin. Bounce up and grab the coins.

SECRET EXIT: The top secret goal leads to Star Road and Star World 2. To reach the pipe that leads to the goal, you will need to have Caped Mario or Luigi and perform some tricky flying stunts. See "Take Flight" below for details.

126 LAST STRETCH



Bounce up the left passage lined with spring platforms, then enter the pipe on the right. Jockey past the Charger' Chuck and leap for the goal.

127 TAKE FLIGHT

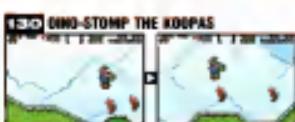
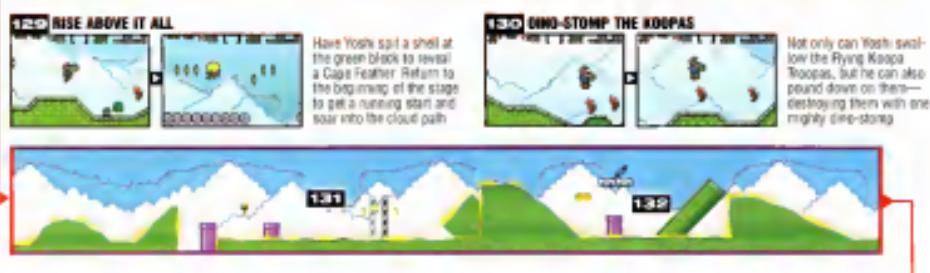


Reaching the pipe that leads to a secret goal takes some tricky caped maneuvering. Build up speed by running along the flat platform below and to the right of the pipe, then soar up and left as far as you can go. Drop down and enter the pipe to reach the Goalpost.

VANILLA SECRET 2



Hordes of Flying Koopas Troopas are out to get a bite to Mario and Luigi. They're no match for Yoshi's appetite or Fire Flower power.



Not only can Yoshi swallow the Flying Koopa Troopas, but he can also pound down on them—destroying them with one mighty dino-stomp.

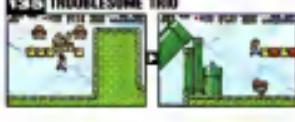
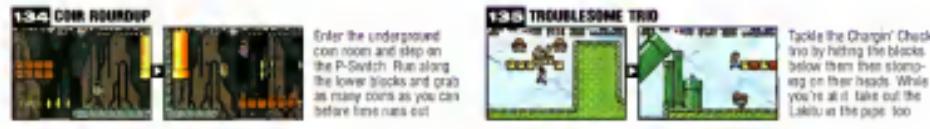


Pick up the Dragon Coin between the two pipes, then run to the Midway Gate. Two coins and the gate are your reward for making it that far.

One of Yoshi's favorite snacks is Lakitu in a Pipe. Chomp Lakitu or stomp him while avoiding the diving Parabombs. Jump up for a Cape Feather.



Carefully hit the second block from the left to reveal a P-Switch. Activate the switch to make the spiky Spiny's farm into valuable silver coins. After collecting six silver coins, you will earn an exponential number of 1-Ups for each additional silver coin.



Enter the underground coin room and step on the P-Switch. Run along the lower blocks and grab as many coins as you can before time runs out.

Tackle the Chargin' Check In by hitting the blocks below them and stomping on their heads. While you're at it, take out the Lakitu in the pipe, too.

VANILLA SECRET 3



136 PLAYFUL PALS

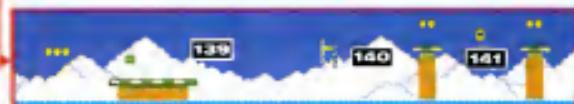


Leaping from the crystal-blue waters are some helpful new friends—the Dolphins. Mario and Luigi can hop on their backs for a dry ride.

137 PINNED FLYING



You can reach some platforms only with the Dolphins' aid. The only two available Pipe Blocks are set so high for Mario and Luigi alone.



139 PASS THE PORCUPUFFER



Porcupuffer is a spiky blowfish with a bad attitude. It follows Mario and Luigi, trying to take a poke at them. Leap past Porcupuffer on the backs of the Dolphins. Spin-Jump it or knock it out of the water with a Cape Spin.

140 GATE LIMBO



The Midway Gate is inconveniently located high above the water and out of reach. Mario and Luigi need the aid of the Dolphins to reach the gate. Hop on the back of one of your aquatic amigos and let it carry you up to break the tape.

139 LONE STAR BLOCK



The Bonus Block will yield a 1-Up Mushroom if you have collected at least 30 coins when you tilt it. After you activate the block once, the 1-Up Mushroom will never appear again—it will just be a single coin block.



GOAL

141 A HELPING FIN



At the five Dolphins leap up and down from their watery home, use them as steps between the two platforms. Hop off the first platform onto the left Dolphin, grab the Dragon Coin then hop onto the right Dolphin. As the right Dolphin leaps up, jump onto the right platform.

142 GO WITH THE FLOW



Before the goal, the sky is filled with arrows made of coins. If you remain on the back of the lead Dolphin, it'll carry you all the way to the goal safely. Try to grab the last Dragon Coin along the way. If you need to jump off, keep an eye out for Porcupuffer.

VANILLA FORTRESS



Mario and Luigi need to be small to reach the shortcut pipe. The spiked passage is too small for the Super Mario Bros.



The spike-lined ceiling makes for a dangerous swim to the next area. Any spikes with shaded edges will fall as Mario or Luigi draws near, so keep an eye out and try to avoid them. The spikes will drop sooner if you press the L Button to scroll ahead.



Thwomps, Fish Bones and a few other skeletal enemies line the final passage. Swim to the upper portion of the room to activate the Midway Gate.



As you swim right toward the end, take a moment to collect the fifth Dragon Coin and one last power-up before you face Reznor.



BOSS BATTLE

REZNOR-40-ROUND



Approach the Reznors on their rotating platforms. As they spin, jump up and hit the ledges they stand on from below to bump them off into the lava.

After you knock two or three of the Reznors into the lava, the bridges will begin to fall away. Quickly jump to one of the platforms and knock them off.



LEMMY'S CASTLE



To get down from the upper path, wait for a Magikoopa to toss a spell at one of the blocks. Spin Jump and land Mario and Luigi in the lava.



Search the overhead blocks for hidden 1-Ups and power-ups. Don't stand in one place for too long, or you'll find yourself taking spells.



Carry the P-Switch to the ledge right of the door. Clear a few of the coins on the right, step on the switch and enter the door to find the Midway Gate.



The lava has gotten so hot in Lemmy's Castle. Lava Bubbles shoot to the ceiling. Wait for the Lava Bubbles to fall, then jump over them to pass.



LEMMY'S ROOM



Where some platforms may look safe to stand on, they could soon drop into the lava. Press the L Button to scroll ahead and time your moves.



All three of the Dragon Coins are scattered throughout the last room. Some drop into the lava as the blocks shift, so watch carefully for them.

BOSS BATTLE

POP BOSS THE LEMMY



Lemmy Koopa and his two Lemmy decoys pop in and out of their pipes, trying to grab you. When they appear, find the real Lemmy quickly and bounce on his head.



Dodge the flying fireballs and hit the real Lemmy on the head three times to defeat him. If you crush on the far-left or -right pipe, he'll pop up sooner or later.

TWIN BRIDGES

CHEESE BRIDGE

153 CHARGING CHAIN SAWS

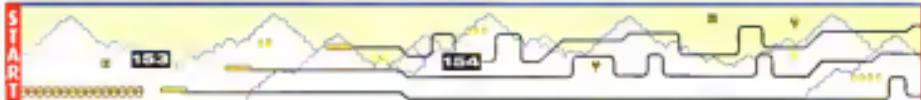


Buzz Saws run along the same tracks as the platforms you ride through the clouds. Use the Cape Feather to jump up and glide out of their path.

TWIN BRIDGES: Cheese Bridge and Butter Bridge make up the Twin Bridges. In the clouds above Dinosaur Land, the Mario Bros. continue on.



- A: Cheese Bridge
- B: Cookie Mountain
- C: Butter Bridge 1
- D: Butter Bridge 2
- E: Seta Lake
- F: Star Room 3
- G: Ludwig's Castle

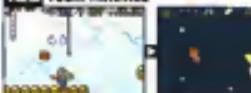


154 CHOOSE YOUR PATH

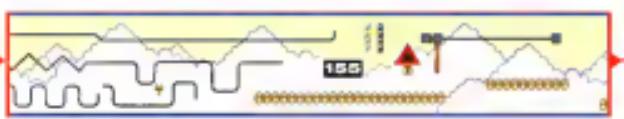


To collect the first two Dragon Cores, you'll need to drop down to the lowest track for the first core, then up to the highest path for the second.

155 YOSHI AIRLINES



Grab the pair of Yoshi's Wings to be swept up to a stormy bonus area. Practice your Yoshi Flying skills while collecting coins and Dragon Cores.



156 TARGET PRACTICE



Dodge groups of Bullet Bills that come flying at you from all directions. Hop from platform to platform to reach the pipe on the other side.



157 PULLEY-ROPE ACT



Climb onto the pulley rope to proceed to the end of the stage. As the rope passes right along the track, climb up or down to dodge the buzzing Buzz Saws and collect coins. It is helpful to press the L Button so you can see ahead a short distance.



SECRET EXIT: Use Yoshi and the Cape to glide past the main goalpost. The secret goal leads to Seta Lake.



GOAL

GOAL

COOKIE MOUNTAIN



160 SUMO BROTHERS STOMP

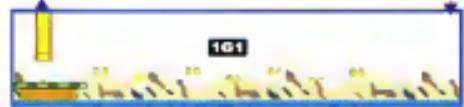


When the Game Brothers stomp, lightning strikes the ground below, igniting a fiery blaze. KO the giant Koopa by hitting the blocks below him.

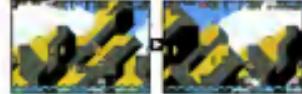
160 MONTY MOLE MADNESS



Pick up the Koopa shell and carry it to the top of the ledge to the right. As the Monty Moles pop up, dropkick the shell to the right to send them flying.



161 SPIN, SPIN, SPIN



The bonus coin area is patrolled by two prickly Poco-pufflers. Use a Spin Jump to get past the fish, or bring Yoshi to hop safely upon their backs.

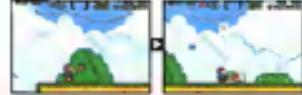
160 REACHING NEW HEIGHTS



Hit the third block from the left to sprout a vine. Climb the vine to find a Dragon Coin to the right and a 1-Up Mushroom on the ledge to the left.



163 BERRY DELICIOUS



When Yoshi eats two Pink Berries, an egg will appear and hatch a little cloud. The cloud follows you and tosses coins. Get all the coins for a 1-Up.

164 SUMO DUO



Take out the lower Sumo Brother first. If Yoshi gets hit, catch him as he runs by. Hop back up and take out the second Sumo.

BUTTER BRIDGE 1



165 PISTON LIFT PENAL



When Mario or Luigi steps on any of the Piston Lifts, the platforms begin to sink. Jump continually to keep the lift from dropping too low.

166 WATCH THAT FIRST STEP!



The floating gray platforms between Piston Lifts can sustain only a few steps before falling into oblivion. Keep moving or you'll fall with them.

167 KOOPA BOOST



Sometimes the only way to reach the next platform is to get some help from a nearby Flying Koopa Troopa. Bounce off its shell for a mighty boost.

168 BOUNCING BOUNDS



Bounce off the shells of the line of Flying Koopa Troopas. Not only will you clear the air of the meddlesome turtles, but you'll also receive a 1-Up.



GOAL

169 TAKE IT DOWN LOW



Stand on the right Piston Lift as it sinks down with the scrolling screen. Remain on the lift until you can see the two lifts far below to the right.

170 GOING UP



The screen slowly scrolls up through the layer upon layer of blocks. Quickly grab the power-up in the last row and move up until you reach the top.

171 BREECH THE GAP



Jump and bounce off the back of a passing Flying Koopa Troopa to cross the gaping chasm between the last two Piston Lifts.

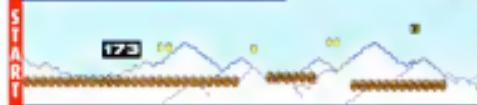
172 THANKS FOR THE LIFT



Use the group of flying Koopa Troopas as midair steps. Jump down and right across their shells to reach the pipe leading to the Goomba.

BUTTER BRIDGE 2

174 000 000



173 BORROW A CAPE

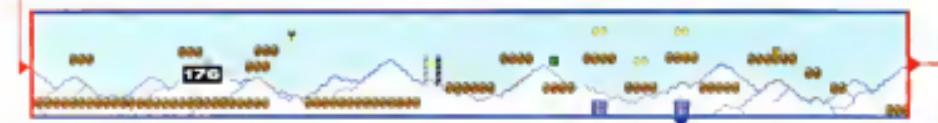


When you see a Super Koopa with a flashing cape, jump on it to make it drop a Cape Feather. Flying through the stage makes it a breeze.

174 SOAR ABOVE THE CROWD



The Super Koopas that zip through the skies are a real nuisance. To avoid most of them, soar up to the cloud path then take flight again from there.



175 HELPFUL SUPER KOOPA

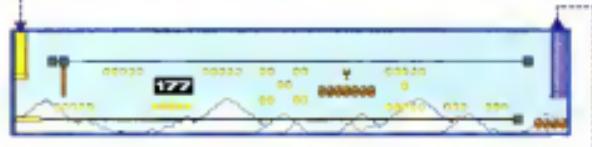


The Dragon Coin floating far above Mario and Luigi is nearly out of reach. Jump up and use a passing Super Koopa for a needed boost.

176 A QUICK DETOUR



While riding the moving platform along its track, jump up on the logs to grab a Dragon Coin. Be quick or your ride will leave you hanging!



176 MAKE A RUN FOR IT!



A Koopa without its shell spells "hastache" if you aren't careful. When the Koopas kick their shells down at Mario and Luigi, dash toward them to avoid a shell to the noggin. Press the L Button to scroll toward and make the Koopas attack earlier.

176 NOT-SO-FRIENDLY SHIES



Down-bombing Super Koopas take to the air in force—all trying to thwart Mario and Luigi's quest. Scroll ahead and watch their formations carefully to decide whether to duck and cover or make a leap for it.



179 SNARING SPACE



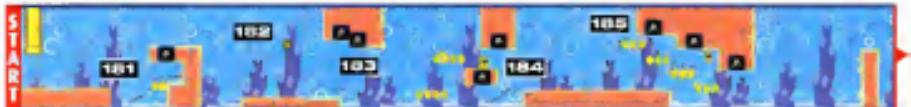
Each of the log platforms has a shell-less Koopa guarding it. As you hop from ledge to ledge, stomp the Koopas off their perches.

180 SUPER KOOPA STEPS



Hop on the backs of the Super Koopas as you approach the goal. It takes precise timing, but with their help, you can collect more Goal Stars.

SODA LAKE



181 TORPEDO TED TROUBLE



Deep within the waters of Soda Lake lies a formidable foe—Torpedo Ted. When his hand drops a set of flippers, a fast torpedo will follow, so watch out!

182 SPEED STRIKE



Power blocks and coins are all surrounded by rows of Torpedo Teds and passing Cheep Cheeps. Grab the power-ups quickly before you're detected!

183 DIVE, DIVE!



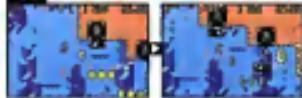
When you approach a group of Torpedo Teds, wait until their first barrage of torpedoes passes then dive and swim past to safer waters.

184 DRAGON COIN DROP



Swim up to the left wall of Torpedo Ted's hideout. When a torpedo is released, quickly drop down and grab it before the next missile comes.

185 TORPEDO TED TRIO



Swimming safely past three Torpedo Teds is a tricky task. Swim against the wall until a torpedo is released, then quickly drop down and swim by.



186 SODA LAKE GAUNTLET



Stand on the far-left Torpedo Ted until the ones above release their missiles, then swim forward and speed through the lava on the right.



187 TORPEDO TANGO

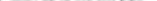


Swim right against the wall with another Torpedo Ted until a torpedo is released. Drop down and quickly swim past before another missile follows.

188 WATER WALK



Drop down to the ledge below the three Torpedo Teds. Walk safely along the lake-bottom past the oncoming torpedoes, then dash up to the exit pipe.



LUDWIG'S CASTLE

START



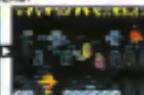
1-UP ROOM

1880 MORE THAN MEETS THE EYE



The ceiling past the last two Ball in Chains has a false block in it. Leap up through the space and follow the wall up and right to a secret area.

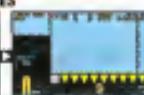
1890 WATCH YOUR HEAD!



The spike-lined ceiling will begin to fall as soon as you enter the room. Jump carefully over lava pits and Lava Bubbles or you'll be in for a challenge!

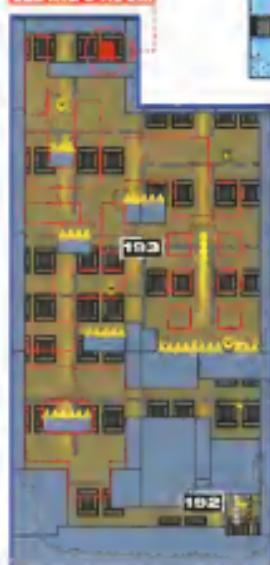


191 STOP THE SPIKES



Dash to the ON/OFF switch and hit it as the spikes are just about to touch you. As the spikes rise, sprint left to the door. Don't dawdle!

LUDWIG'S ROOM



After escaping the hot-ice hallway of spikes, take a little point right to find the Midway Gate. Power up and save your progress while you can.



Climb up the maze of chain fences to reach the door to Ludwig's room. Keep an eye out for Koopa Troopers and watch for spikes below.



BOSS BATTLE

LUDWIG VON KOOPA - THE KOOPALING COMPOSER



Ludwig von Koopa has orchestrated enough mayhem in the Twin Bridges. It's time for Mario and Luigi to show the Koopalings the shape over. When you enter Ludwig's chambers, dash at him before he is able to hide in his shell. Jump over the fireballs Ludwig shoots and give him a good head-stomping.

Ludwig hides in his shell and spits after Mario or Luigi. Jump to avoid the fireballs Koopalings will fire into the air and lands in either corner of his room. When Ludwig lands, evoke a running leap for his head. It takes three good stomp to finish him.

FOREST OF ILLUSION

FOREST OF ILLUSION 1

194 WILEY WIGGLERS



Along the forest floor
creep harmless-looking
Wigglers. Don't be fooled.
If you jump on them,
they'll get barking-mad
and chase you around.

195 YOSHI SMORGASBORD



The forest is full of
Wigglers, Koopas,
Goombas and juicy
berries for Yoshi to snack
on. Hop on Yoshi's back
and chew down!



196 JUMP BLOCK SOURCE



Hit the yellow block to
release a 1-up Mushroom
then leap up and hit the
Jump Blocks to make the
mushroom bounce up
and out.

197 INTO THE WOODS



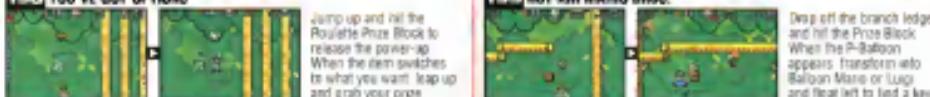
Watch the spaces
between the trees to
avoid wiggling Wigglers
headed your way. A
Dragon Coin is also hid-
den within the trees.

198 YOU'VE GOT OPTIONS



Jump up and nail the
Roulette Prize Block to
release the power-up.
When the item switches
to what you want, leap up
and grab your prize.

199 HOT-AIR MARIO BROS.



Drag off the branch ledge
and hit the Prize Block.
When the P-Balloon
appears, transform into
Balloon Mario or Luigi
and float left to find a key.



SECRET EXIT: The secret
key and keyhole
lead to the Forest
Ghost House. Use
the P-Balloon to
float to the key.

200 GRAB A LIFT



Knock the Amazing Flying
Hammer Brother off his
winged platform to get
past the huge wall block-
ing the Seagoost. Watch
out for the Wiggler below.

FOREST OF ILLUSION: A forest shrouded in mystery, full of
strange new creatures and secrets, awaits Mario, Luigi and Yoshi.

- A: Forest of Illusion 1
- B: Forest of Illusion 2
- C: Blue Switch Palace
- D: Forest of Illusion 3
- E: Forest of Illusion 4
- F: Forest Secret Area
- G: Forest Secret Area
- H: Forest Fortress
- I: Star Road 4
- J: Roy's Castle

FOREST OF ILLUSION 2

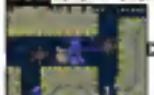


201 CHEEP CHEEP CHA-CHA



Cheep Cheep patrol the water in straight lines. Swim up or click when they approach, or use Yoshi or the Cape Spin to pass by unscathed.

202 LURCHIN' URCHINS



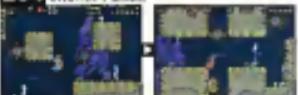
Urchins move lazily along a single path—either up and down or left and right. Knock them out with a Grab Block or swim by carefully.

203 PATIENCE PAYS OFF



Hit the third invisible block from the left to make a 1-Up mushroom appear. Wait for the moment to step on it, or you'll be out of luck!

204 URCHIN PERCH



Urchins float slowly and the blocks or up and down a passage as you carefully swim by. Press the L Button and the direction you wish to see to watch their patterns. Yoshi is also very useful in getting past the spiky creatures.



205 BUNKER SECRETS



Swim left at the Prize Block to a secret passage that leads to a key and keyhole. Carry the key into the keyhole to open the Blue Switch Palace.

206 FOLLOW THE LEADER



You'll be awarded points for each creature on-screen when you cut the Sealpost Tape. If you score enough points, you'll start winning 1-Ups!

BLUE SWITCH PALACE

P-SWITCH DIFFERENCE



Both P-Switches that appear as you enter the Blue Switch Palace have a purpose. The blue P-Switch turns blocks into coins, and coins into blocks. The silver P-Switch turns the Sprites into silver coins. Clear a few of the golden coins before using either switch.

SILVER RAIN



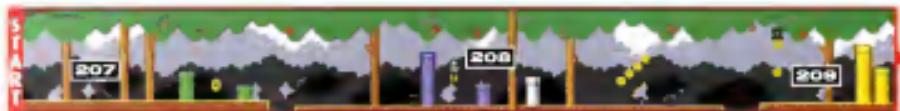
After using the blue P-Switch, activate the silver P-Switch to turn the Sprites into silver coins. Collect all the coins to earn some 1-Ups.

BLUE, BLUE WORLD



Run right and enter the pipe to the Blue Switch Room. Activate the Blue Switch to replace any squares of blue blocks with solid blue blocks.

FOREST OF ILLUSION 3



207 BUBBLE TROUBLE



Carefree Goombas in bubbles and Bubble Bobombs float through the sylvan air. When their bubbles hit anything, they'll burst, so look out!

1-UP ROOM



208 SADDLE UP!

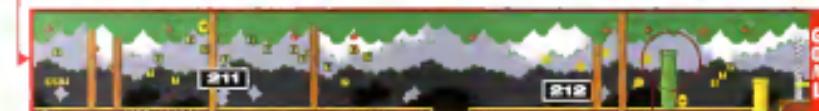


Hit the Price Block to hatch Yoshi's Egg. Hop on your hatched dinosaur pal and use his Infernal Tongue to vaporize all the baddies in your way!

209 SPRING POSITION



Jump up and hit the block with the Trampoline on top of it. Pick up the Trampoline and drop it near the pipe to the right. Soring up over the pipe



210 MIDAIR TREASURE



Below the two yellow pipes is a bottomless gap. Hop from the left pipe to the right pipe, being sure to grab the Dragon Coin in midair.

SECRET EXIT: The secret cavern holds a key and keyhole, which lead directly to the front door of Roy's Castle. The key is surrounded by blocks, so you must at least be Super Mario or Luigi to get to it.

211 COIN COLLECTING



All of the Price Blocks contain golden coin treasure. Jump up and hit the blocks you can reach while dodging the bubble-encased enemies that float overhead. Grab nearby Goombas and toss them up to hit blocks that are out of reach.

212 TEAM CHARGIN' CHUCK



Three burly Chargin' Goombas block your route to the Goalpost. When they try to stampede you into a pulp, jump over their heads or toss a Goomba in their faces. Use the yellow blocks above you to jump right to the Secret Exit and Goalpost.



FOREST GHOST HOUSE

SECRET EXIT: The far-left door leads to a secret goal with a 3-Up Moon and a path to Forest of Illusions 1.



Using the cold, dark corridors of the Forest Ghost House are Boo Buddies, Big Blocks and Eents. To keep the shy Boos at bay, turn and face them. If a Boo is blocking your path, turn your back on it until it has moved, then face it again and run past.



High in the rafters of the haunted house, Eents float along a set path, weaving dangerously low. Grab the power-ups and duck or jump as they pass.



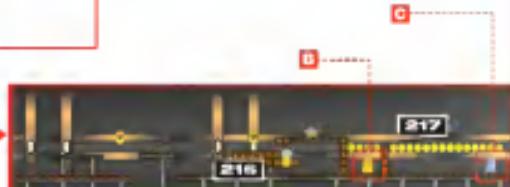
Hit the Flying Piranha Block when it dips low in the air. The Boo Buddies above you will dive down when you jump up to collect the Fire Flower.



The yellow block holds a 1-Up Mushroom, but only regular Mario and Luigi can squeeze into such a tight space. If you are Super Mario or Luigi, jump up into the Boo Buddies who will help you shrink down to jump.



Pick up the P-Switch and carry it all the way to the right corner of the room. Watch out for Boo Buddies overhead as they try to dive-bomb you. Activate the switch and enter the silver door to appear on the roof of the Forest Ghost House.



Run left along the roof of the haunted house to the first yellow door. Enter the door and cut the Goombat tape to open the path to Forest of Illusions 4.



Pass the first yellow door and run a little farther left to find a second door. Enter the door to find a 3-Up Moon and the exit to Forest of Illusions 1.



FOREST OF ILLUSION 4

START



220 FISHING FOR TROUBLE

A Fishing Lakitu will try to bite you with a 1-Up Mushroom. Jump up and grab the prize, then quickly toss a shell up at the unsuspecting Lakitu.

221 LILY-LIVERED LAKITU

Lakitus aren't very brave—sometimes they even hide in pipes. Dash up and stomp the Lakitu in the pipe, or endure its barrage of Spiny Eggs.



222 DOUBLE UP



Take out the two Lakitus in pipes first, then stomp on the Lakitu in the cloud. The Spiny Egg tossing can really get out of hand if you're not careful.

SECRET EXIT: The exit pipe leads to a secret cavern that holds a key and keyhole. To reach the pipe, steal a Lakitu's cloud and float up. Use the key to unlock a path to the Forest Secret Area.



224



225



226

GOAL



227 CLOUD HEIST



When the Lakitu comes to pester you, toss a Koopa shell up and to knock it off its lofty roost. Hop onto the Lakitu's cloud for a joyride.



228 HIGH-RISE PIPE



When you hop onto the green pipe, it'll magically rise up, giving you a boost to reach the Dragon Coin and gold coins above. While high up in the air, keep an eye out for low-flying Lakitus.



229 GRAB BLOCK BUMP



The Grab Blocks are free weapons to throw at the Lakitu. When you pick one up, it'll flash. Toss the block up at the Lakitu before it disappears.



230 WHERE PATHS MEET

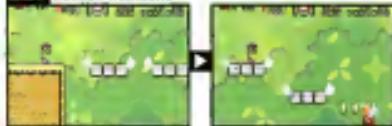


When you cut the Goalpost tape, you'll create a new short path, which will make threading through the Forest of Illusion easier.

FOREST SECRET AREA



227 GOLDEN HORIZONS



Take a ride on the Flying Platforms for a trip filled with coins, power-ups and Flying Koopa Troops. Jump up to reach some of the hidden treasure, but watch your step! If you have a Blue Yoshi or a Cape Yoshi, you can fly through the area at your own pace.

228 CARELESS FLYING



The Flying Platforms (81) and flutter about at their own pace—sometimes right into a Flying Koopa Troopa. Press the L button to look ahead, and duck or jump to avoid an unpleasant midair collision.



230 JUMP FOR IT!



Grab the power-up from the Pipe Block, then ride upon the same Flying Platform to get a Dragon Coin. Keep a watchful eye out for the Flying Koopa Troopa formations that hover in the air.

231 HIGH-RISE HOP



As the two Flying Platforms cross each other, hop onto the one that is rising up to reach the Dragon Coin high above. Jump carefully—it's a long way down!

232 BLUE BLOCKADE



The Pipe Block above the blue blocks contains a 1-Up Mushroom. You've got to be quick to pick up the 'shroom then hop back onto the Flying Platform.

233 A HAPPY ENDING



If you approach the Goalpost with both Flying Platforms and a few Koops on the screen, you'll earn a few 1-Ups for your patience.



FOREST FORTRESS



234 BRICK REFLEXES



Jump quickly to the left as soon as you enter the Forest Fortress to pick up the last Dragon Caps. If you hesitate, the chance will pass you by.

235 AHEAD OF THE PACK



The ceiling column and Grinders threaten to squash and nounce Mario and Luigi. Stay as far right as you can, ducking or jumping when needed.



A

236 SPRINT TO SAFETY

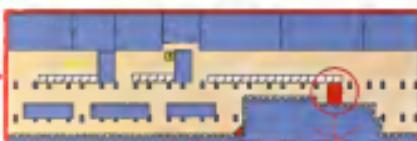


Sprint across the yellow, green and blue blocks avoiding the Grinders. Once you've past the blue blocks, you'll be safe from the falling ceiling column.

237 GRINDER A-GO-GO



Rampant Grinders fly at Mario and Luigi through-out the fortress. Run fast or jump over the blades to the Mawy Gate.



REZNOR'S ROOM

238 GAUNTLET O' GRINDERS

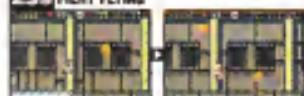


Lava Bubbles fly up while Grinders spin madly across the floor. The safest path through the mayhem is across the upper blocks.



REZNOR'S ROOM

239 FIERY FLYING



Take the upper path past the red door to Reznor's room to find a secret extra. With a Cape Feather, soar across the lake of lava to mine 8-Up Mushrooms.



BOSS BATTLE

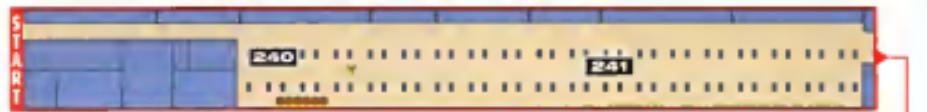
REZNOR, ROUND 2!



Reznor aren't very bright—Mario and Luigi lobbed them back to the Venetile Fortress and they haven't charged one bolt. As the Reznors spin around, splitting fire, jump below their platforms and knock them into the lava below. When the bridge begins to fall away, jump onto a platform and finish them!



ROY'S CASTLE



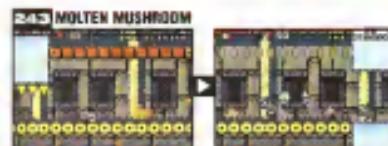
The block platform you need to ride over a pit of lava and hell of spikes really has a mind of its own. As the blocks move right, they wait for no one—just even Mario and Luigi. Stay near the front blocks and move with the chain. Try to learn the pattern.



241 NO JUMPING ZONE



242 PERILOUS PASSAGE

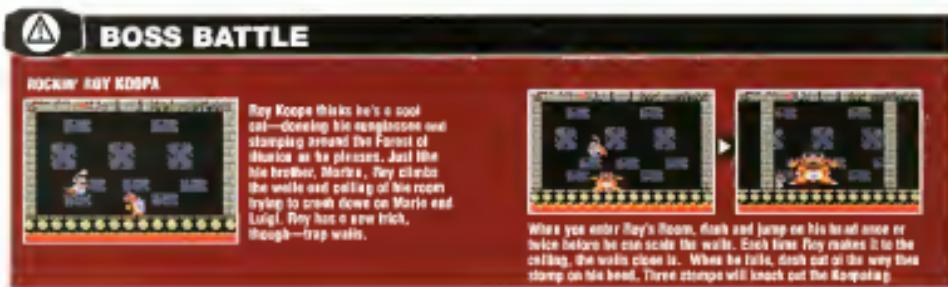


ROY'S ROOM

Pick up the P-Switch and carry it past the Gray Bowser Statue resting on the blocks above. When you activate the P-Switch, the statue, along with a 1-Up Mushroom, will drop down. Grab the mushroom quickly or it will scoot off into the lava on the right.



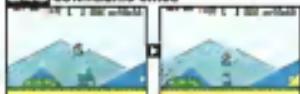
244 SHRINK AND GROW



CHOCOLATE ISLAND

CHOCOLATE ISLAND 1

245 DOWNSIZING DINOS



When you jump on the trampling Dino Ranchos, they turn into fire-spewing Mini-Dinos. Jump twice or Spin-Jump to knock them out for good.

CHOCOLATE ISLAND:



- A: Chocolate Island 1
- B: Chocolate Ghost House
- C: Chocolate Island 2
- D: Chocolate Secret
- E: Chocolate Island 3
- F: Chocolate Fortress
- G: Chocolate Island 4
- H: Chocolate Island 6
- I: Wendy's Castle

246 SPITFIRE DINOS



Jump up and hit the Flying Price Block, but watch out for the roaming Mini-Dinos. If they stop, they'll spew a huge torch of flame in any direction.

247 PIPE CANNON



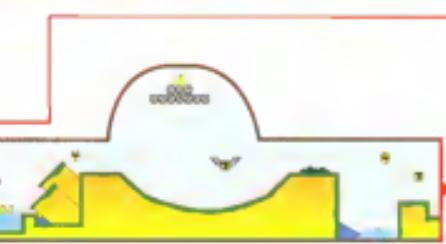
Drop down into the yellow pipe to be shot out of the green pipe like a human cannonball. When you land, you'll be near the Midway Gate.

START

248 TRAMPOLINE TRICKS



Jump up on the Trampoline to reach the Midway Gate. Press Right in mid-jump to make it to the other side of the huge gap safely.



249 MUNCHER DETOUR



Leap onto the P-Switch to transform the row of coins above the Munchers into blocks. When the P-Switch is activated, a Chargem' Chack will drop down and rush at you. Before he runs out, jump on his head and dash right to the started platforms.

250 RETURN OF THE DOLPHINS



Drop down the pipe to enter a bonus coin area. Patrolling the waters below are two Parapatrollers. Hop on the Dolphins' backs for a lift.

251 SHOOT FOR THE GOAL



After exiting the bonus coin area, Mario or Luigi will shoot out of the green pipe toward the goal. Use the Trampoline to earn extra Goal Stars.

CHOCOLATE GHOST HOUSE



252 HAUNTED HOLES



The floors in the Chocolate Ghost House are added with trap holes that change position quickly on their own. Press the L Button and watch the pattern of the moving gaps. Time your jumps, then dash right before they come back to swallow you up!



253 EERIES ON PARADE



Various formations of Eeries swoop and glide through the halls of the Chocolate Ghost House. Well-timed leaps and dashes are needed to get past the foes without falling into the sliding holes in the floor. You can also Spin-Jump over the Eeries to bounce by safely.

254 THE ANGLER APPARITION



Jump to the upper platform to avoid the groups of Eeries more easily, but watch your head. A Fishing Boo dangling a blue flame will dip and try to snap Mario or Luigi as he passes. Jump over the group of five Eeries that flies by, but avoid taking the bait!



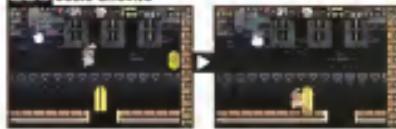
GOAL

255 GHOST HOUSE PIT STOP



Dodging the Fishing Boo and Eeries lead to the ledge below the Prize Block to collect a very useful power-up and a Dragon Coin. There are only three chances to power up in the ghost house, so don't miss your chance at this one!

256 SOLID GROUND



The doorway to the next area is tricky to enter. A hole in the floor slides back and forth beneath the door. Jump as the gap passes, avoiding the pesky Fishing Boos, and enter the door when the floor becomes solid.

257 BOO BUDDY BLOCK PARTY



Boo Buddy Blocks turn into ghosts when your back is turned but become blocks if you face them. Guide the Boos below the Dragon Coin

258 BENEFICIAL BOOS



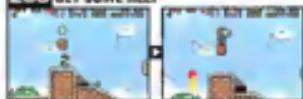
Guide the Boo Buddy Blocks so that they are positioned below the exit door. Turn to face them so they become blocks, and climb on up.

CHOCOLATE ISLAND 2

AREA 1



260 GET SOME HELP



You will have only one chance to recruit your dim-witted side-kick, Yoshi, so grab him while you can. Yoshi's endless appetite is a huge help ahead.

259 SHAPING THE FUTURE



Jump up below and to the right of the Prize Block to make an invisible block appear. Stand on the block then jump and hit the Prize Block for 10 to 10 coins. The next areas you enter are directly affected by how many coins you get, so plan carefully.

AREA 2A



**YOU'LL ENTER AREA 2A IF YOU
COLLECT 0 TO 8 COINS IN AREA 1.**

AREA 2B



**YOU'LL ENTER AREA 2B IF YOU
COLLECT 9 TO 20 COINS IN AREA 1.**

262 DINO-STOMPIN' FUN



Yoshi can effortlessly flatten the meandering Rexes with one mighty stomp. After passing the Rexes, jump left onto the Trampoline.

AREA 2C



**YOU'LL ENTER AREA 2C IF YOU COLLECT 21 COINS OR MORE IN
AREA 1. You'll need a Fire Flower from a previous world to collect enough coins.**

263 FLYING FAST DIVE



Grab the Cape Feather then take to the skies. If you want the Dragon Coin, you'll need to pull off a tricky Fast Dive on the center platform.

AREA 3A



YOU'LL ENTER AREA 3A IF YOU COMPLETE AREA 2 WITH 250 TO 300 ON THE TIMER.
You can save time by collecting as coins in Area 1.

C

264 BASEBALL BARRAGE



Chargin' Chucks are confused—they toss baseballs but wear football attire. If you've activated all four Switch Places, take the upper path of colored blocks to avoid the oddball enemies.

SECRET EXIT: The key and keyhole in Area 3A lead to the Chocolate Secret Area and a shortcut to Wendy Khopa's Castle. Pick up the key and carry it right to the keyhole.

AREA 3B



YOU'LL ENTER AREA 3B IF YOU COMPLETE AREA 2 WITH 235 TO 249 ON THE TIMER.

C

265 DINO RHINO HILLS



It's tempting to stomp down on the lumbering Dino Rhinos, but it's also beneficial to leap over them to avoid misses of Mini-Dives. If you can't resist, be sure to jump on the Dino Rhinos twice or use a Spin Jump for crowd control. Grab the Dragon Coin while you're at it.

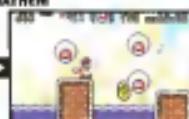
AREA 3C



YOU'LL ENTER AREA 3C IF YOU COMPLETE AREA 2 WITH 234 OR LESS ON THE TIMER.

C

266 MUSHROOM BUBBLE MAYHEM



Area 3C is right out of Mario and Luigi's dreams. To be sure, with no enemies in sight and masses of Super Mushrooms floating in bubbles, you can breeze on through to the Goalpost. The last Dragon Coin is up for grabs, too.

AREA 4A



YOU'LL ENTER AREA 4A IF YOU COMPLETE AREA 3 WITH 0 TO 3 DRAGON COINS.

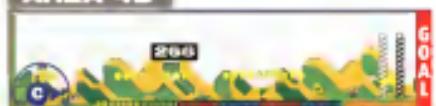
C

267 REX PYRAMID



Leap onto the Trampoline and press Right to land on the pyramid-shaped hill crawling with Rexes. Jump up to the very top ledge and stomp on the Rexes in your way before rushing right to the goal.

AREA 4B



YOU'LL ENTER AREA 4B IF YOU COMPLETE AREA 3 WITH ALL 4 DRAGON COINS.

C

268 F-SWITCH PASS



Jump on the P-Switch to turn the rows of coins into a bridge over the Chargin' Chucks and colored blocks below. Run along an elevated safety before the timer runs out to reach the Goalpost.

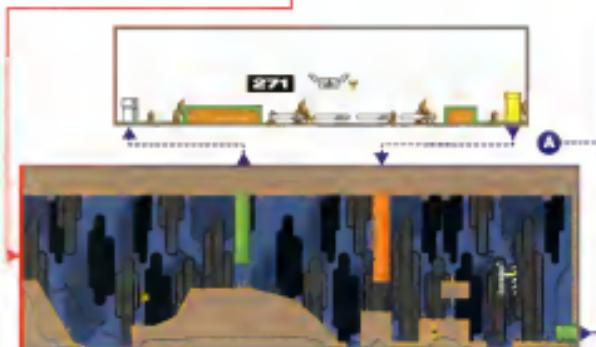
CHOCOLATE SECRET



Burgs has patiently in wait for an unsuspecting passerby to jump on the trampoline. Watch for Burgs' feline eyes to pop up out of the lava, then time your jump onto the Trampoline so you don't get chomped by the molten menace.



The Chargin' Chucks' onslaught of bouncing footballs can be a real headache. Jump onto a Buzzy Beetle, pick up the hard-shelled projectile and toss it up at Chargin' Chuck to take him out of the game.



The bonus area holds a lone Dragon Coin guarded by a Flying Hammer Brother. Leap right along the falling platforms, while dodging hammers from above, to grab the Dragon Coin. Move quickly—the platforms will fall as soon as you step on them.



The sloped cavern ledges are perfect for sliding into the lines of Creeping Buzzy Beetles. Either kick the first Buzzy Beetle and quickly follow its path of downward destruction for a 1-Up, or press Down and slide into the beetles yourself.

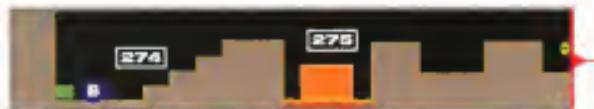


The only thing interrupting Mario and Luigi's sliding fun is a small pit of Matchers along the fourth slope down. Be ready to jump over them.

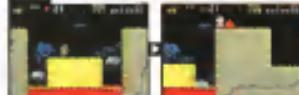


B





274 LAVA LEAPING



As soon as you jump onto the yellow platform, it'll begin to sink into the lava. Quickly leap to the right, but watch out for the wandering Spike Tops.

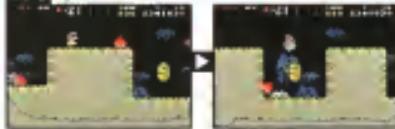
274 SPIKE TOP TROT



Deep within the molten caverns of Chocolate Secret live Spike Tops. As the heavily armored beetles crawl along every inch of terrain, jump over them to avoid a pointed confrontation. You can use Yoshi's Spin Jump or a Cape Spin to dispose of them.

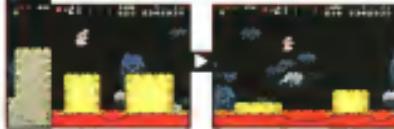


276 DOOGING DANGER



Spike Tops stop for nothing and no one. As they carelessly climb their way over the floor and walls, sautéously jump over their pointy shells and drop down to pick up a Dragon Coin.

277 SPEEDY SPRINGING



The yellow platforms are connected beneath the molten surface. When you step on one, they'll all begin to sink perilously into the lava below—taking you with them if you aren't careful. From the left, jump onto the second or third yellow platform to save time.



278 NO REST FOR A HERO



Just as you dive to safety from the pit of lava, a crew of Chargin' Chucks will change your way. While avoiding the Chargin' Chucks, grab the helpful power-up and dash to the right. If you have the Cape Feather, the Cape Spin will easily knock the jocks out.

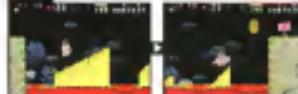


279 DANGER IN ALL DIRECTIONS



The Chargin' Chucks rush at you from all directions as you run up and down the caverns hills. Quickly jump to avoid their crazed stampeding.

280 THAT SINKING FEELING



Similar to the sinking land you encountered earlier, the slanted platforms require Mario and Luigi to dash and use small, quick jumps to reach the goal.



CHOCOLATE ISLAND 3



281 WHAT GOES AROUND . . .



The rotating platforms swing in a set pattern from a stationary position. Jump onto the platforms and let them circle around, then jump off.

282 READY, SET, GO!



Jump onto each of the rotating platforms, timing your leaps to the next one. If you have Yoshi, he can swallow a blue Koopa Troopa to sprout wings.

283 COIN CORRAL



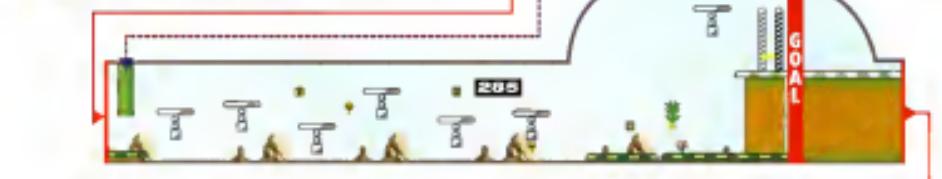
Jump from the lift to the swinging platform. As the platform rotates in a swooping circle, move around to collect coins. Leap right to the exit pipe.



284 FREAKY FUZZIES



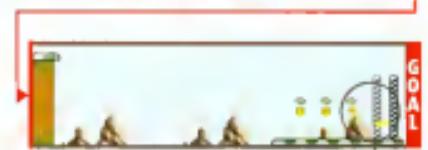
Fuzzies crawl around the center blocks of some rotating platforms. Super Mario or Luigi will need to duck as the platform circles down below him.



285 HIGH-RISE HAZARDS



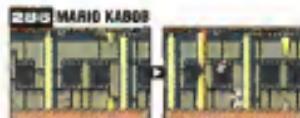
The only things between you and a dive into nothingness are rotating platforms, so time your jumps well. Throughout this area with the six rotating platforms are fuzzies and Koopa Troopas. Duck below the fuzzies and watch the pattern of the Flying Koopa Troopas.



SECRET EXIT: To reach the Secret Exit that leads to the Chocolate Fortress, either use a Cape Feather and soar underneath the main Baitpost or feed Yoshi a blue Koopa Troopa and fly to it.



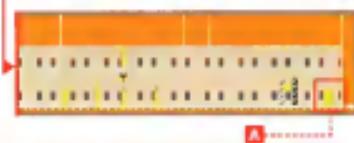
CHOCOLATE FORTRESS



Needle-sharp spikes move up and down in the first hallway. Time your jumps over or between them to avoid being skewered.



Stamp on the Dry Bones patrolling the area below the Prism Block. Grab the power-up before the borg Koopa gathers itself and dodge the flying fireballs.



A



Dodge whirling fireballs and stamp on the Dry Bones as you dash across the blue blocks. Leap over the spikes as they begin to drop back down.



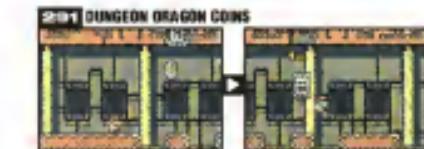
The smaller, bouncing Thwomps jump in a set pattern along the floor near the Thwomps. Watch how they move and duck as they fly overhead.



Stand to the left of the Thwomp or jump toward it to make it crash down. Quickly jump past as the Thwomp rises back up to the ceiling.



REZNOR'S ROOM



If you managed to pick up the four Dragon Coins earlier in the Chocolate Fortress, you won't want to skip the last one. Jump toward the Thwomp to have it eat, then back down to the left. As the Thwomp falls, quickly jump over it to snag the last Dragon Coin.

BOSS BATTLE

REVERSE OF THE REZNOR

The Reznors are back, and they're as different from your previous encounters with them. As the fire-breathing ones are gone, knock each off its platform with a powerful jump from below. When the large Reznor is sent flying, hop up onto a tree platform and knock off the remaining Reznors.



CHOCOLATE ISLAND 4



The rigid slopes and peaks of Chocolate Island 4 make for some slippery fun. Slide down from the entrance then run up the peak and leap onto the diagonal platform. Bottomless or bubbling pools of chocolate are below the diagonal platforms, so watch your step!



If you don't time your jumps carefully you'll fall to a chocolate-covered demise. Ride the diagonal platforms until they stop, then jump to the next one. Hop from platform to platform until you've crossed the bubbling pit of chocolate safely.



A



From the second diagonal platform that starts down and to the right, jump onto the farthest diagonal platform on the right. When the diagonal platform drives near to the falling gray cliff, hop quickly onto the cliff. Jump onto the slope to the right before the cliff falls.



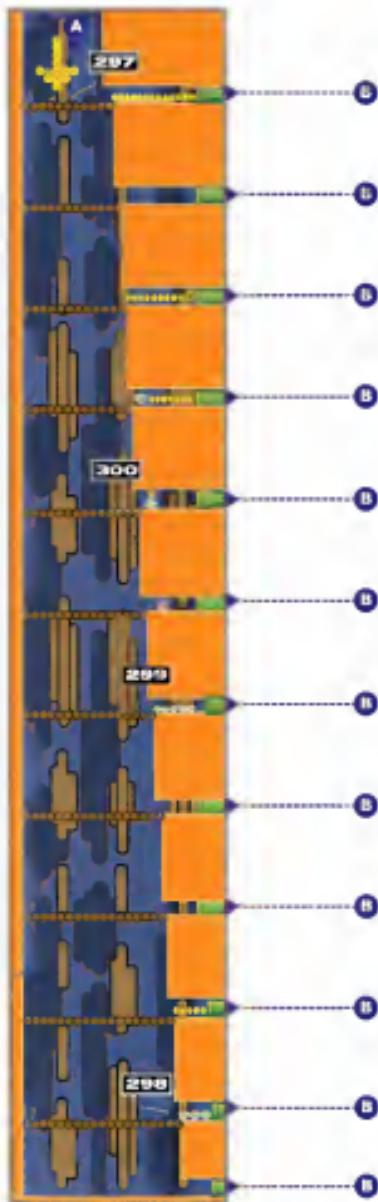
If you activated the Blue Switch Palace, the blue blocks will give you a nice platform to reach the three 1-Up Mushrooms and the Melody Gate.



296 P-SWITCH SECRETS

Hit the third yellow block down to find a P-Switch. Activate the switch, then go down the slopes on the left to find a Dragon Coin and Bonus area pipe.





297 CAPE TRICKS
Enter the bonus area with a Cape to reap the latest rewards. Fall down and hit the P-Switch, then quickly drop down against the left wall as far as you can before the linear runs out! It is possible to make it all the way to the bottom if you're quick.



298 AT THE BOTTOM OF IT ALL
All pipes in the chasm lead to the same area, but don't enter quite yet! With the Cape, fly up to the very last row of blocks from the bottom. Run right to the pipe and gather the three 1-Up Mushrooms just waiting to be found.



299 1-UP MUSHROOM JACKPOT
Use any of the rows of blocks as a runway and fly up through the gap that was created earlier. Stop off at the fifth row of blocks from the bottom to find a row of five 1-Up Mushrooms. Many of the other passages before the pipes contain other goodies, so explore!



300 WAIT, THERE'S MORE!
The last passage you'll want to visit is the one seventh from the bottom. Using the same tactics to reach the area as before, enter the passage below the pipe to collect one last 1-Up Mushroom and a Starman. Enter the pipe to the next area as invincible Mario or Luigi.

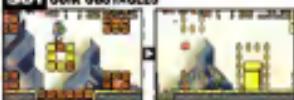
CHOCOLATE ISLAND 5

START



1-UP ROOM

301 COIN OBSTACLES



Activate the P-Switch to change the blocks into coins. After you stomp the switch, go down the yellow pipe for a bonus 1-UP Room.

302 SPINY SKACKS



When the P-Switch is activated, the Spiny are released from their block cells. Use Yoshi to swallow up the prickly little pests. Run right while atop Yoshi before the timer runs out to collect the Dragon Coin enclosed in a ring of coins.

303



304

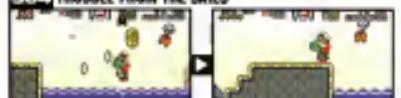


303 BOBBING BUBBLE FISH



Fish in Bubbles float precariously as you pass over the water pits. Pop their bubbles to make the last happiness, then stomp, clamp or fry them.

304 TROUBLE FROM THE SKIES



Paragombobs and Parabombos are launching an all-out gator raid on the unsuspecting Mario and Luigi. Grab the coins and Dragon Coin as you pass through the two shallow pools of water, but look out for the parachute-clad visitors descending from the skies.

305 STRETCH BLOCK STEPS



Leap right from the pipe onto the first Stretch Block—move quickly to the center block. Time your jumps across the chasm to the right.

305



GOAL

306 KING OF THE PIPE



Chargin' Chuck thinks he owns the last pipe before the Goalpost. Show the hardhead who's boss with a good stomp for a boost and a Dragon Coin.

307 CHARGIN' CHUCK BLOCKAGE



If you time things right, you can jump on the heads of the three Chargin' Chucks before the goal for a high boost and more Goal Stars.



WENDY'S CASTLE

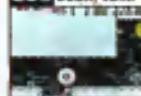


308 SPRING TO SAFETY



When the spike above the Trampolines begins to rise back up to the ceiling, quickly spring up and right to the large spring to the right Trampoline.

309 DUCK, JUMP AND BASH



As the Grinders pass along on their straight track, duck in the lowered area of the floor then move right to the opening and jump out of their way.



Scroll ahead with the L Button to watch the pattern of the spikes as Grinders pass. As the spikes rise, dodge the Grinders and run to a space between the spikes.



Leap onto the platform that the L/L Sparky circles. Quickly grab the power-up in the yellow block and jump right to the moving platform.



311 SIZZLING L/L SPARKY



Press the L Button to scroll right and watch the pattern of the shifting platforms. Spin-Jump on the L/L Sparky and Hothead when you're on their platforms.

WENDY'S ROOM



BOSS BATTLE

WICKED WENDY KROPA



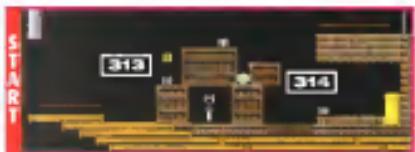
Reiner's only Aspiration, Wendy, surrounds herself with decoys and pipes—much like her brother Lemmy. Two Flying Kookaburras haunt all the walls of Mario or Luigi as he tries to identify the real Wendy O. Kropa. Get the upper hand on Wendy as she plays cat and mouse.



When Wendy pops her own little odd out of a pipe, her decoys do the same. Quickly decipher the real Wendy and stand on our head three times. Stand on the space between the second and third pipe from the left to cut down your chances of having a fireball encounter.

VALLEY OF BOWSER

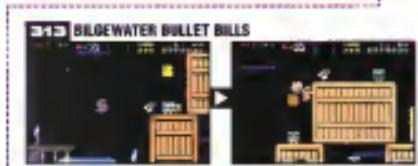
SUNKEN GHOST SHIP



VALLEY OF BOWSER: Mario, Luigi and Yoshi are finally invading upon Bowser's home turf. The most treacherous landscapes yet await.



- A: Sunken Ghost Ship
- B: Valley of Bowser 1
- C: Valley of Bowser 2
- D: Valley Ghost House
- E: Valley of Bowser 3
- F: Valley of Bowser 4
- G: Valley Fortress
- H: Larry's Castle
- I: Star Road 5
- J: Back Door
- K: Front Door

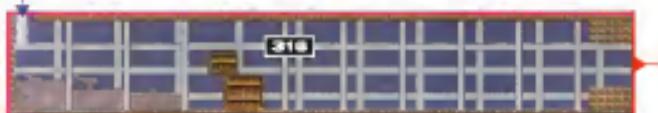


Bullet Bills shoot out of the cannons located on the underwater deck of the Sunken Ghost Ship. If you see one headed your way, quickly swim up to dodge the traveling bullet. Hit the yellow Piranha Plant above the first Bullet Bill cannon for a power-up.

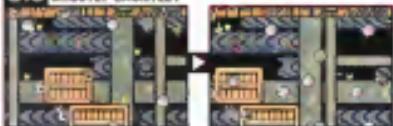
314 UNDERWATER 1-UP TRICK



To earn some very easy 1-Ups, press Up and the A Button continually while swimming against the current to the right of the tallest cannon. As the Bullet Bills from the cannon on the left pass below, you will stamp on them, eventually earning 1-Ups from each.



315 GHOSTLY GAUNTLET



The gathering of Boo Buddies fades in and out of view as it moves around the bottom of the ship. The Boos won't chase you, but they could appear a little closer than you'd like. Swim along the top of the room and stop when the Boos fade to plan your next move.



316 BYE-BYE BOOS



Once you swim right through the passage in the center of the room, the cloud of Boo Buddies you passed through will fade away for good.

317 RING AROUND THE BOO BUDDIES

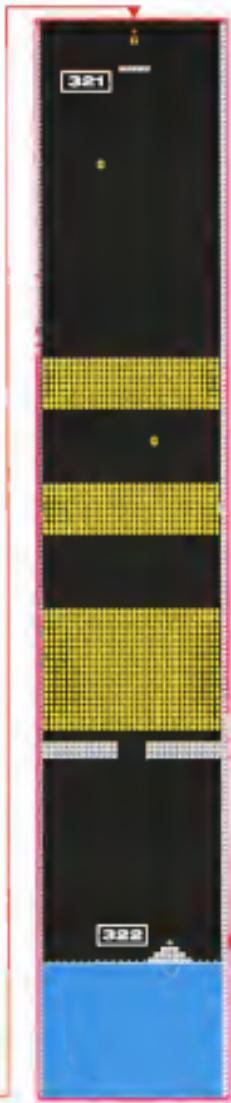


Swim right of the circling Boo Buddies and wait for the opening in them to rotate toward you. Enter the opening to the circling Boo Buddies, then swim up and out of the circle when the opening rotates above you. Watch the two left circling Boo Buddies

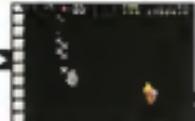
318 GO WITH THE FLOW



Stand on the crates to the left of the second set of circling Boo Buddies and wait for the opening to rotate your way. Swim into the circle then quickly drop down as the opening rotates counterclockwise. Drop down into the pipe below to enter the next area.



319 A FALLING STARMAN



As you shoot out of the pipe, grab the falling Starman for the long drop ahead. The huge, dark pit contains many Flying Koopa Troopas and Floating Mines that you could fall on top of on your way down. Become Invisible Mario or Luigi and zig-zag down unscathed.

320 DIVING FOR DRAGON COINS



Press Right to shift your downward fall to the right. Fall down to the first Dragon Coin, not far from the entrance pipe, and continue pressing Right until you see the Super Mushroom. Grab the mushroom, then press Left to pick up two more Dragon Coins.

321 STAR-POWER UP!



If you make it to the Prize Block in the center of the chamber before your star power wears off, the block will yield another Starman. There are more Flying Koopa Troopas and Floating Mines below, so grab the Starman and drop down again for more free-falling fun.

322 EXIT STAGE RIGHT!



Fall through the centered opening in the row of gray blocks toward the bottom of the chamber. Press Right to land on a small pyramid of gray blocks with a green exit orb on top. If you fall into the water, you'll have to deal with the Floating Mines that fall with you.



VALLEY OF BOWSER 1



323 ALL-PURPOSE BLOCKS

The red blocks that appeared when you activated the Red Switch. Place trap Mega Mole in place and act as a platform for you to use. Take a running jump on top of the red blocks and leap over the Chargin' Chucks who comes barreling down the slope at you!



324 BUSTIN' BLOCKS

Run to the barricade of Brat Blocks and quickly pick up some blocks by pressing the B Button to move right. As the Chargin' Chucks runs closer, hold one of the Grab Blocks to knock him out. Run right, avoiding the Mega Mole to grab a Dragon Coin.



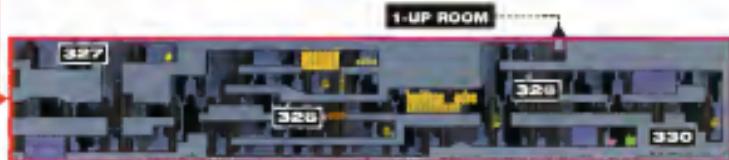
325 MELLOW MEGA MOLE

Mega Mole doesn't have the best eyesight and can't see Mario or Luigi if he jumps atop his head. Hop on the mellow mole for a free ride!



326 CLEAR THE WAY

Two Chargin' Chucks guard a tall wall of blocks on the lower path. Use the blazing turtles to clear a path through the blocks to the other side.



1-UP ROOM

GOAL



327 RIDE TO THE HIGH

The 3-Up Mice hidden high above everything is actually pretty simple to reach. Jump on top of Mega Mole's head and ride him safely across the pit of Munchers located on the upper path. Leap right across the gap to find the 3-Up Mice in a little alcove by itself.



328 INVISIBLE BLOCK BLUES

Drip down on the second path from the bottom to collect a Dragon Coin. If you try to jump up through the gap above, you'll hit year head on these invisible blocks. Backtrack to the left, then jump up or down and continue working your way right.



329 1-UP PIT STOP

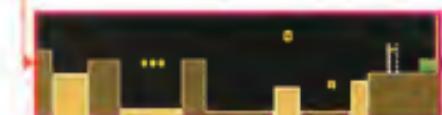
Hit the yellow block to make a vine grow up to the ceiling. Climb up the vine and into the blue pipe to enter a secret 1-Up Room.



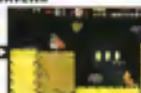
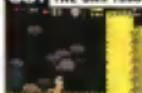
330 BEFORE YOU GO . . .

Don't miss out! Run up and right, past the green exit pipe. Drop down to find the last Dragon Coin and get a 1-Up for collecting all five.

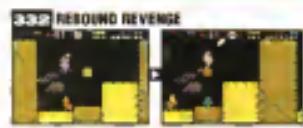
VALLEY OF BOWSER 2



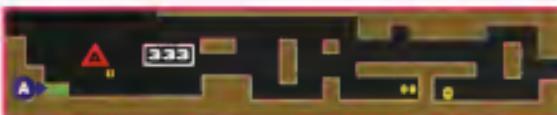
331 THE SHIFTING CAVERN



As the floor rises and falls, time your jumps through the first room. Keep an eye out for diving Goombas and jumping Koopa Troops.



Stamping and kicking a shell may end up sending you back to blast you. Spinning shells will rebound off the solid walls, making them a real hazard. Instead of kicking the shells, use a Spin Jump or have Yoshi chomp them to avoid collision.



333 PRACTICE PATIENCE

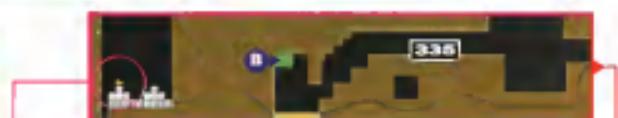


As the wall rises and falls through a maze of solid stone, watch the pattern and look for safe spots to hide in. Wait patiently for the right moment to run.



As the wall shifts upward, dash right then back left to grab the Dragon Coin. After getting the coin, quickly run right as the wall shifts down.

335 OUT OF SIGHT



After dropping down from the green pipe, run right as the floor rises and stand on the right edge. When the floor reaches the top, use it as a launching pad to jump up and left where you won't be able to see Mario or Luigi. Run left to find a secret key and keyhole.

SECRET EXIT: The hidden key and keyhole lead to the Valley Fortress—home of the Reznors.



336 THE GOAL AHEAD



If you've activated the Blue and Red Switch Palaces, the rows of Marchers will be trapped below the colored blocks that appeared. Hop on the heads of passing Mega Marches for a boost and run right to the Goomba.



VALLEY GHOST HOUSE



337 BIG BUBBLE SPIN



Run right, avoiding the Big Bubbles that float easily through the corner. Either duck when the Big Bubbles pass, or Spin-Jump over them to avoid taking damage. Grab the coins and Dragon Coins above the gaps between the platforms.

338 HOP TO THE TOP



The small platform before the yellow door is set down low. To reach the ledge the door is on, get a running jump. Watch out for passing Big Bubbles.

339 STARMAN BASH



Knock the P-Switch off the yellow block, then activate it. Jump up to catch the Starman and quickly dash left before he is up.

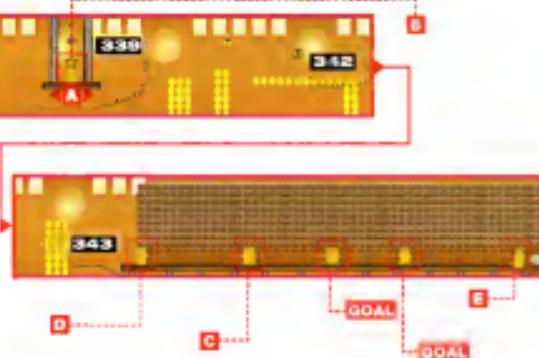


B

340 TAKE THE HIGH ROAD

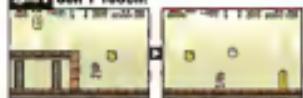


Run left, leap up through the gap in the upper blocks and run along the high path to pick up a Dragon Coin. The blocks will turn back into coins and drop you into thin air if you aren't quick. Dash left to the ledge with the door on it.



SECRET EXIT: Use the key and key hole create a shortcut into Larry's Castle. Use the Control Block and P-Switch to create stairs up to the secret exit. See tip #344 for details.

341 DON'T TOUCH!



If you plan to reach the Secret Text, don't activate the Control Block yet. Grab the Dragon Coin to the left and exit back out through the door.

342 HOW FOR THE RIGHT SIDE



Return to the room with the first P-Switch. After activating the switch, dash right. Grab the Dragon Coin along the way.

343 SPRINT FOR THE SECRET



To reach the Secret Exit, you must reach the far-right door before the timer runs out. Your speed will be rewarded with a 1-Up Meshroom.

344 NAME YOUR OWN WAY



Carry the P-Switch from the left side of the room to the Control Block. Form steps with the Control Block and climb them to the Secret Exit.

VALLEY OF BOWSER 3



345 FLYING KOOPA TROOPA TRIO



1-UP ROOM

The trio of Flying Koopa Troopas can be difficult to pass without causing some sort of midair collision. As the two that bounce higher begin to drop down, take a running jump at them to catch them at their lowest point and bounce harmlessly off their shells.

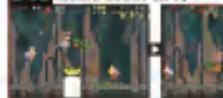


346 TRAMPOLINE TRICKS



Use the Trampoline to bounce up to the Midway Gate and the Prize Block. After the Midway Gate, the coin pickup and move the Trampoline left.

347 RIDING COUNT-LIFTS



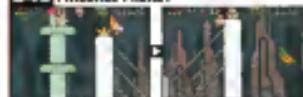
The number on the Count-Lift's side indicates how long the ride will last and if it ranges from one to four. When the timer runs out, quickly jump off!

347 EVERY SECOND COUNTS



The grouping of one-second Count-Lifts requires Mario or Luigi to be very light on his feet. Ride one lift to the next and jump as soon as you're close enough to the next Count-Lift. Grab the Dragon Coin near the yellow pipe, then drop down the pipe to a 1-Up Room.

348 FIREBALL FRENZY



Tackle the Flying Koopa Troopas on the V-shaped ramp with the help of a Fire Flower if you have one. The fireballs destroy everything in their path.



350 BANZAI BILL BOOST



The huge Flying Banzai Bill can actually be very helpful sometimes. As the Count-Lift timer runs out, leap off and use Banzai Bill as a boost through the air to the next Count-Lift. Time your jumps carefully or Banzai Bill could make you his next target.

351 LAST-SECOND REWARD



As you near the Goalpost, trap off the four-second Count-Lift onto a passing Banzai Bill, then to a one-second Count-Lift. Leap from the Count-Lift to the small platform on the right to get a 1-Up Mushroom. Take a running leap off the platform to the Goombas!

VALLEY OF BOWSER 4

START



352 ROLLIN' STONES



The Charge Chucks that wield shovels toss a barrage of rocks when you get near them. Avoid the rocks by jumping over them, or use a Cape Spin attack to knock them out of the way. One good stamp to Charge Chuck's head also stops him.



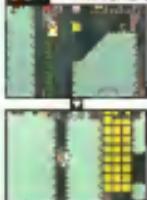
353 HOT FEET



Press the L Button to scroll ahead. When the Flying Koopa Troopa flies to the left, press out if onto the sinking platform, then quickly to the right.



354 TRAMPOLINE YOSHI



Climb up the vine and hatch the Yoshi's Egg in the Piranha Plant. Hop onto Yoshi and have him swallow the Trampoline. On Yoshi's back, fall down the narrow passage while pressing Right. Stand on the far left side and have Yoshi spit out the Trampoline. Jump on the Trampoline up through the yellow blocks and walk right. You will need Yoshi to reach the Secret Exit; so don't lose him!

355 TRICKY 1-UP



Hop the yellow block to make a 1-Up Mushroom appear. Quickly drop down and leap right across three sinking platforms to grab it as it falls.



GOAL

356 LAVA LEVITATING



Hit the Piranha Plant for a Cape Feather. Run right and glide over to the Dragon Coin above the lava. Use the sinking platforms to jump back.

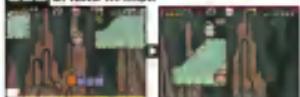
SECRET EXIT: The secret exit leads to Star Road and Star World 5. You must have Yoshi to reach the key. Only his tongue can grab through the blasts.

357 SURPRISE FROM THE SKIES



Take a running leap off the left ledge, over the sinking platforms and right into the head of the Charge Chuck to send his bouncing rocks.

358 SPRING ATTACK

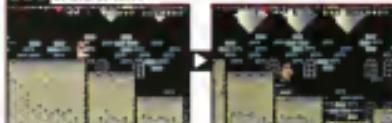


Jump on the Trampoline, avoiding the rocks that Charge Chuck tosses down. Spring up and right on top of his head three times to knock them out.

VALLEY FORTRESS



360 SPIKE SPRINT



The spikes fall at a very fast rate and in groups. Watch how they move—as soon as they hit the ground, make a run for it. The first set of spikes falls in threes. Sprint down past the spikes and take a break at the green block for a Cape Feather.



362 DANGER FROM ABOVE



As soon as the spikes begin to rise back up to the ceiling, make a quick jump past them to safety. Watch your step over the spikes below. Leap off the far-right edge of the platform near the Dragon Coin to grab it quickly as you run by.

360 SPIKES, SPIKES EVERYWHERE



After picking up a valuable Cape Feather between the two sets of falling spikes, dash right as the spikes rise back up to the ceiling. When you reach the ledge, jump right and slowly glide over using the Cape to avoid hitting the wall spikes on the way down.

361 DUCK AND SPIN



Press the L button to scroll ahead, dodging the shaded spikes above to fall before you reach them. Duck when the Dry Bones tosses a boomerang at you. Get rid of the Dry Bones and Bowser Beetle in your path with Cape Spins or simply stamp on them.

363 RISING OF THE DRY BONES



Stamp on the Dry Bones parading the platforms as you cross the lava pit. The piles of walking Koopa bones will get back up, so watch out!

REZNOR'S ROOM



364 GAUNTLET OF SPIKES



The long gauntlet of spikes over the lava pit is the most treacherous yet. The spikes move very fast and require good timing to pass. As soon as the spikes hit the ground, run past them. You will need to stop and wait between the spikes in a few places along the run.



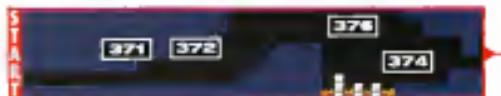
BOSS BATTLE

REZNOR'S RETALIATION



The Reznors really don't give up, do they? In your final battle with the tiny boarsome, knock two of the Reznors off their spinning perchers. As the bridge falls away, jump onto the free platforms and knock the other two off. As usual, watch out for the Reznors' fire-splitting assault.

BACK DOOR



371 SNEAK IN THROUGH THE BACK



If you defeated the Rezora Valley fortress that was blocking the way to the Back Door, your fast path to Bowser will be a short and sweet one. Mario or Luigi can bypass the traps and enemies that guard the Front Door and find the remaining Midway Gate by taking the back route.

372 SHED SOME LIGHT



Hit the red Phas Block to turn on a sparkling disco ball of light that will follow you to Bowser's Door. Bowser is completely unsuspecting of Mario or Luigi as he creeps through the shadows of his castle. Only a few Mechakoops and Mini-Ninjas guard the Back Door.

374 PERILOUS PLATFORMS

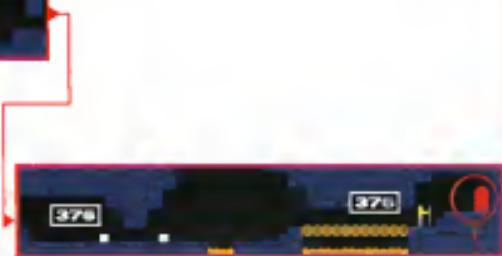


The three narrow platforms that stick up out of the bubbling lava are tricky to land on. You need to land on only one before you'll be able to jump right to safety. Jump right off the left ledge and try to aim for the leftmost one, or glide across the pit completely with a Cape.

376 MECHAKOOPAS AND MIDWAY GATES



Jump on the Mechakoopas and pick them up using the B button. Carry the robotic Koopas in the Mini-Ninjas and toss them, taking out both enemies in one motion. Run right to find the last Midway Gate then enter the red door to Bowser's Room.



BOWSER'S ROOM

373 STEALTHY MINI-NINJAS



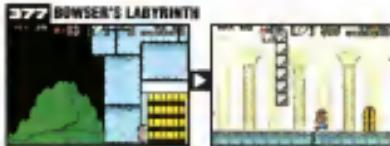
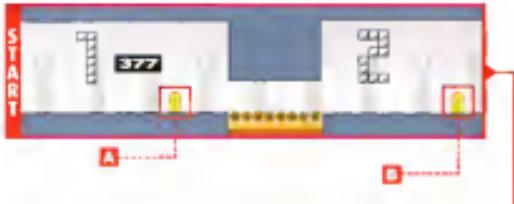
The hopping Mini-Ninjas lurk in the shadows of the Back Door waiting for an intruder to karate-chop. Watch how the little black belts jump and stamp on their heads when they land. The Mini-Ninjas tend to stand right on the edge of a lava pit, so watch your jumps!

375 USING TEAMWORK



The Mini-Ninjas and Mechakoops don't work together very well. If a Mechakoopas walks into a Mini-Ninja, it'll become blocked—use their poor teamwork to your advantage. Wait for the Mechakoopas to walk down to the Mini-Ninjas, then leap over both of them at once.

FRONT DOOR



The Front Door leads directly into the heart of Bowser's Castle, where eight challenging areas await Mario or Luigi. You need to pass only two of the tricky areas to reach Bowser, and you'll choose first from areas one through four then from five through eight.



Three massive pillars fall from the ceiling as Lava Bubbles fly up from molten pits. Stand on the first yellow block and let the last pillar fall. When it does, rush past it, dodging the Lava Bubbles. If you stay ahead of the second and third pillars, you'll be home free.



Near the third falling pillar, multiple Lava Bubbles shoot up from below at once. Jump carefully and dash right to the door before the pillar falls.

B



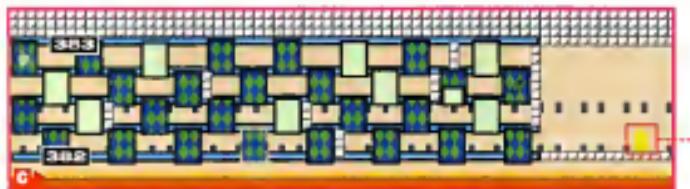
C



Area 2 is the easiest and quickest to pass out of the first four areas. Koopa Troopas climb on the backside of the chain-link fence while Lava Bubbles fly diagonally across the fence's front surface. Either dodge the Lava Bubbles or switch to the backside and stomp Koopas.

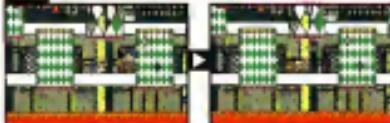


Initially, all the Koopa Troopas will be on the backside of the fence and won't be able to harm you unless you switch sides through a switch panel. On the front side, you'll need to dodge the flying Lava Bubbles. The Koopa Troopas will switch sides if given the chance.



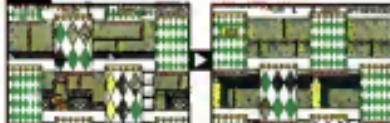
E

382 AREA 3: MECHANOPUS MAZE



An army of Mechanopuses awaits you in a maze of tapestries above a east lava pit. Use the holes in the tapestries to see incoming Mechanopuses and openings in the floor above or below. Stomp on the Mechanopuses and carry them to knock out others.

383 HIDE-AND-SEEK 1-UP



The tilted tapestries in the room hide some valuable items that you can't see. In the upper-left corner of the room, behind a tapestry, is a hidden 1-Up Mushroom. The farthest upper-right tapestry hides a useful Cape Feather.



F

384 AREA 4: SHIFTING STONES

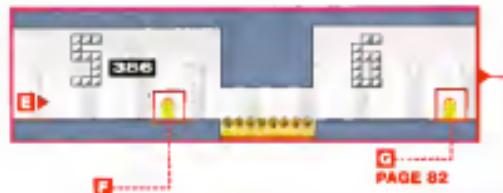


Large blocks of stone shift back and forth or up and down high in the air, and to make matters worse, the whole area is crawling with Li'l Sparkies and Hatheads! Jump down onto the first moving block and follow the Li'l Sparky counter-clockwise to the next stationary block.

385 HOPPIN' HOTHEDDS AND LI'L SPARKIES

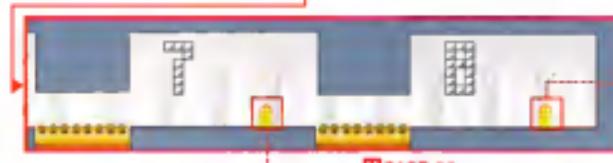


You'll need well-timed jumps and Spin Jumps to cross to the exit door safely. Drop down to the lower moving block and leap right twice. When a Hathead or Li'l Sparky drives near, Spin-Jump on it to avoid damage. Run right to the exit door.



PAGE 82

G PAGE 82



H PAGE 83

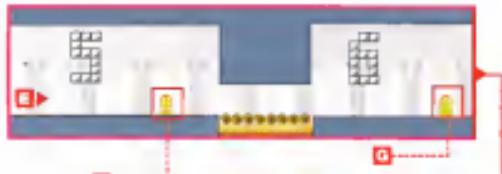
386 FOUR IN ONE



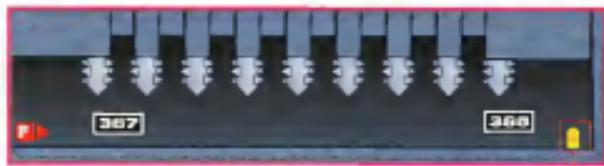
Every exit door in the first four areas takes you to the second hallway, which houses areas five through eight. It doesn't matter which path you choose.

I PAGE 83





I PAGE 83



K PAGE 83

387 AREA 5: SPIKES AND THWOMPS



A straight hallway of nine spikes and eight Thwomps blocks the exit door. You need to make a nonstop dash for the door to make it

J PAGE 83

388 DON'T LOOK BACK!



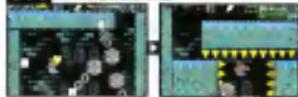
Once you begin running through the corridor, don't stop! Wait for the first spike to fall, then as soon as it begins to rise, make a mad dash right.

389 AREA 6: SADDERS IN THE DEEP

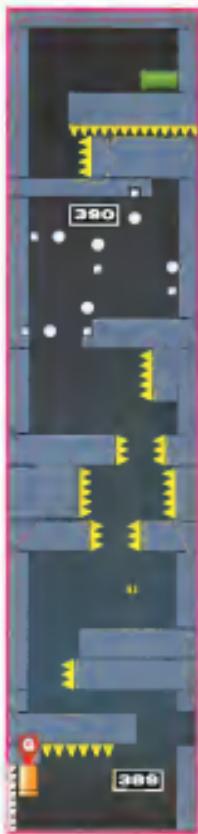


The underwater passage is filled with spike-covered shifting walls. Dry bones and meat litter the Cape to make things a little easier.

390 SWIFT SWIMMING



The bevy of Ball 'N' Chains takes some fancy maneuvering to pass. Swim up along the left wall then right and up through the passage



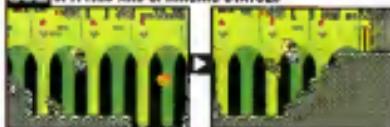
M PAGE 83



J

391 AREA 7: THE MANY FACES OF KING BOWSER

The iron King Bowser has constructed gray and gold statues in his likeness. The gray statues spit fire but remain stationary and you can jump on them without harm. The gold statues do not spit fire—they jump after you and hurt if you touch them at all.

392 SPITTING AND SPRINGING STATUES

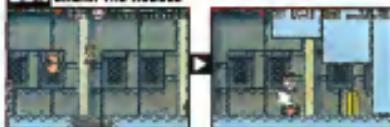
Use the gray statues as platforms and jump over the gold statues when they land near you. Hop right across the small lava pit and up the stairs past the last gold statue. The last statue will hop up as you run up the stairs to the east—wait for it to land, then jump for it!



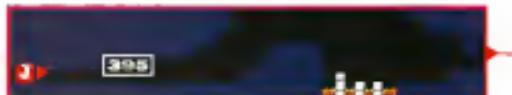
J

393 AREA 8: BOWSER'S BRAWLERS

Team Charge! Chuck is back one last time to try to thwart your progress toward Bowser's chamber. You can send the hardheaded jocks back to the locker room for good by Spin-Jumping on their heads, using a Cape Attack or pummeling them with fireballs.

394 BREAK THE HUDDLE

Leap over the second pit of spikes and dash for the exit door. A huddle of Charge! Chucks will be there waiting for you. Quickly leap on their heads before they can jump up and tackle you. As the full-timing football players are stunned, run right for the door.

**BOWSER'S ROOM**
PAGE 84

The last passage to King Bowser's chamber is through the Back Door. You can reach the Back Door through the Front Door or Valley Fortress.





BOSS BATTLE WITH BOWSER

BULLY KING BOWSER



Bowser, the Tyrant King of Dinosaur Land and father to the mischievous Koopalings, leaves above the castle in his clown ship. Deep within his cruel vessel, Bowser keeps an army of Mechakoopas and bowling balls to rain down on Mario or Luigi as he tries to free the princess.

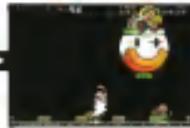
THE STAGE IS SET



The journey has been a painful one, but the Koopalings have finally been overthrown and Dinosaur Land is almost free. Only one task remains—to defeat Bowser once and for all and save the princess and all the land. As lightning crashes above, the battle ensues.

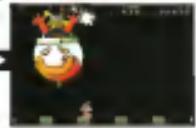
PHASE 1

MECHAKOOPA STOMP



When the mighty baton with Bowser brings, he will swoop up and down in his clown ship, stopping only to toss two Mechakoopas down at you. Stomp on the Mechakoopas and dodge the sharp propeller of Bowser's ship as it spins close above you.

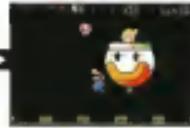
A DOSE OF HIS OWN MEDICINE



Once you've put the wind-up Mechakoopas temporarily out of order, quickly pick them up using the B button. Toss the robot Koopas up at King Bowser when he flies close to hit him on the head. Two hits will send him flying off to regroup and dry his tears.

PHASE 2

RAINING FIRE AND MUSHROOMS



After the clown ship speeds off, a barrage of flames will rain down from the skies. Stand on or just to the left of the third raised block from the left to dodge the flames. Once the flames fade, Princess Toadstool will pop up quickly to toss out a Super Mushroom.

PUT A SPIN ON IT



King Bowser's second attack consists of two bowling balls then two Mechakoopas. As his clown ship tips upside-down, Spin-Jump over the bowling balls. Avoid Spin-Jumping into the clown ship by luring Bowser to one side. Toss the two Mechakoopas at him as before.

PHASE 3

CRAZED CLOWN SNIP



The clown ship becomes King Bowser's weapon of choice in his third and final strike. As the ship bounces wildly about the top of the castle, Bowser will toss out two Mechakoopas at a time. Run back and forth to avoid being squashed, and stomp the robots.

PRINCESS TOADSTOOL'S HERO



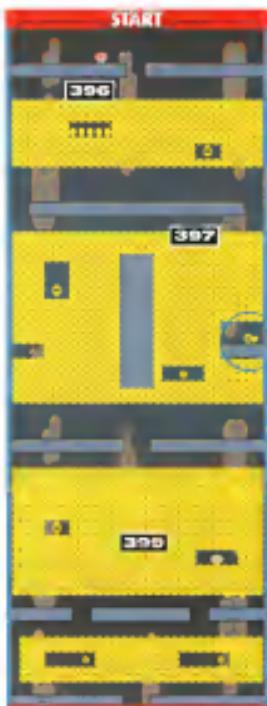
If you toss the last two Mechakoopas at Bowser's hard head successfully, he'll spin off into the sky, never to be seen again. Princess Toadstool and Dinosaur Land will finally be saved from the reign of Koopas. The trio can celebrate and take their vacation!



STAR WORLD

High above Dinosaur Land is the mystical Star World. Each Star Road leads to a shortcut in Dinosaur Land and contains secrets such as new Yoshi's, who will aid Mario and Luigi on their quest.

STAR WORLD 1



SECRET EXIT: Use hidden key and keyhole open up a path to Star Road 2, which leads back to the Vanilla Dome and to Star World 2. To reach the Secret Exit, Spin-Jump or Cape-Spin down the right wall after the first set of yellow blocks. Land on the ledge and use the key to unlock the secret path.

STAR WORLD: The Star Roads in Star World lead to shortcuts to five locations in Dinosaur Land. Unlock them all for speedy traveling.



- A: Star Road 1
- B: Star World 1
- C: Star Road 2
- D: Star World 2
- E: Star Road 3
- F: Star Road 4
- G: Star Road 5
- H: Star Road 6
- I: Star Road 7
- J: Star Road 8
- K: Star Road 9

396 BLOCK-BUSTIN' BANDAI



Spin-Jump or Cape-Spin through the first section of yellow blocks to collect some coins and a Dragon Coin. If you are regular Mario or Luigi, be sure to collect the Super Mushroom on the ledge above the blocks before you make the dive down.

397 THE KEY IS THE WAY



The only way to reach the next Star World is to find the Secret Exits in each preceding Star World. To reach the key and keyhole in Star World 1, Spin-Jump or Cape-Spin down along the right wall after the first section of blocks.

398 SPIN TO THE RIGHT



Spin-Jump or Cape-Spin down and right in the third section of yellow blocks until you see a small opening with a 1-Up Mushroom.

399 FIERY LITTLE FRIEND



It's the Red Yoshi's first appearance! Feed the young Yoshi five enemies or a power-up item to make him grow into a fire-spitting adult Yoshi.



STAR WORLD 2



400 A TRUE-BLUE FRIEND



A mysterious blue-spotted egg at the bottom of the sea hatches into the very first Blue Yoshi. The little tyke needs to be nourished to grow bigger so feed him two of the nearby Cheap Cheeps or Rap Van Fish or the Starman that floats down when you enter.

401 FISH SNACKS



Once your Blue Yoshi pal is full-grown, hop on his back and gobble up the schools of Rap Van Fish floating haphazardly in the water. While the Blue Yoshi is truly in his element in the skies, his appetite is still a formidable force to reckon with underwater.



GOAL

402

403

402 WHAT LIES BEYOND



When you reach the end pipe, drop down below the land to a hidden passage. Follow this passageway right and up to discover a secret grotto that holds a key and keyhole. You may have some pesky Rap Van Fish on your tail, but if you're quick, you can lose them.

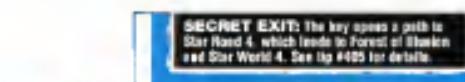
SECRET EXITS: The underwater key and keyhole open up a path to Star Road 3, which leads to the Twin Bridges and Star World 3. See tip #403 for details.

403 SUNKEN TREASURE



The normal Goomba gives you only Goal Stars, but beyond the end pipe lies a hidden passage that leads to a key and keyhole. Using the secret exit is the only way to proceed to Star Road 3 and Star World 3. Swim right beneath the pipe to find the sunken key and keyhole.

STAR WORLD 3



SECRET EXITS: The key opens a path to Star Road 4, which leads to Forest of Illusion and Star World 4. See tip #405 for details.



404 A STARRY CLOUD



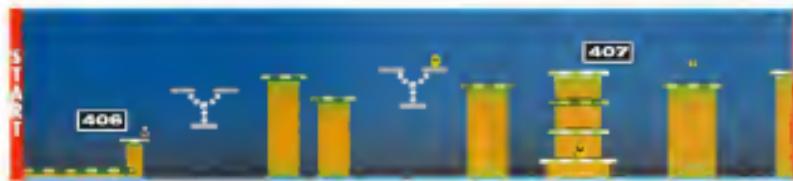
As soon as you enter Star World 3, leap up on the gray blocks on the left. When Lakitu appears, jump on his head to steal his cloud.

405 REACH FOR THE STARS

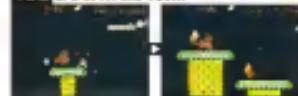


Use Lakitu's cloudy ride or a Cape Feather to reach the twilight area containing the hidden key and keyhole. Hit the Piranha Block to reveal the key.

STAR WORLD 4



406 LIL' SPITFIRE YOSHI

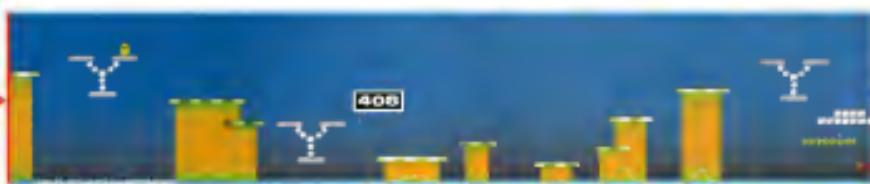


Pick up the young Red Yoshi as soon as you enter the area. Help him grow up big and strong by feeding him five tasty Koopa Troopas.

407 ROAST KOOPA TROOPA

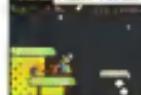


With Red Yoshi all grown up, he can swallow any colored Koopa Troopa shell and spit a trio of fireballs back out at oncoming enemies.



SECRET EXIT: The secret key and Anybottle open up a path to Star Road 5, which leads to the Valley of Power and Star World 5. See tip #408 for details.

408 FIERY FLYER



No matter what color the Yoshi, if he eats a blue Koopa Troopa shell, he spreads wings and can take to the skies for a set amount of time.



409 THREE WAYS TO THE KEY



To hit the Prism Block that contains the key to the secret exit, you will need to carry down a Koopa Troopa shell from above, or hit one of the green blocks for a Cape Feather. If you did not activate the Green and Red Switch Palaces, try down with Yoshi.

410 DRAGON COIN COLLECTION



If you have already collected the first four Dragon Coins, you may as well go grab the last one for a 1-Up! Go right past the secret exit and over the Single and Triple Swing Lfts toward the Gaolpost. Jump onto the last lift to collect the Dragon Coin for your 1-Up.

STAR WORLD 5

411 DROP JUMP

Use the falling lifts to your advantage. To reach the second Dragon Coin let the lift fall a little and grab the coin as you leap off.

412 CONTROL YOUR PATH

Hit the Control Block and let it roll right for a few seconds. Grab the P-Switch from the left and activate it, then dash right before time runs out.

413 TWILIGHT VINE

You have to be quick to reach the yellow block that contains a hidden vine that will carry you to the secret exit. Follow the Cannon Block path and let the third block from the left to make the vine grow. Climb up to the colored blocks high overhead and grab the key.

414 A LITTLE GOLDEN STAR

Pick up the young Yellow Yoshi and feed him five enemies to help him grow big. Hop on Yellow Yoshi, you can chomp and stomp with the best of them. When Yellow Yoshi holds a shell in his mouth, his power stamp sends anything in the area flying in shock.

415 SECRET EXIT: The hidden key and keyhole open up a path to Star Road 6, which leads to the mysterious Special World. See tip #413 for details.

416 DOUBLE DRAGON COINS

Use the falling platform to grab the last two Dragon Coins. Jump up for the fourth coin then drop down and quickly jump right for the fifth coin.

417 BLAZE A PATH

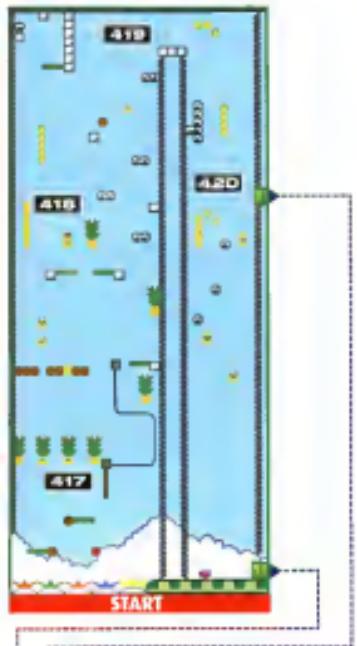
If Yoshi swallows a red Koopa Troopa shell, he can spit fire—and destroy nearly any enemy in your path. Follow the fireballs to clear the way.



SPECIAL WORLD

The eight areas of Special World contain the most challenging obstacle courses yet. The Special World areas are designed to test your patience and require every skill you've learned so far.

GNARLY



421 THRECE IS NICE



If you timed things right in the first area and entered the silver pipe, you will enter a secret lower area below the normal exit. Run left of the silver pipe to collect the three Dragon Coins and right to grab three 1-Up Mushrooms.

SPECIAL WORLD: If you pass all eight of the Special World courses, Star Road 7—which leads to Yoshi's House and a secret—will appear.



- A: Star Road 9
- B: Gnarly
- C: Volcano
- D: Weylster
- E: Amazings
- F: Gooey
- G: Wondo
- H: Outrageous
- I: Fexy
- J: Star Road 7

417 VINE FOR A VINE



Vines will grow up out of the four yellow blocks, but the one you want to climb up is on the far right. Climb the vine up to a block with another vine.

418 P-SWITCH BOUNCE



Grab the P-Switch from the yellow block to the left of the topmost vine. Carry the P-Switch up to the center gray platform using the Jump Blocks.

419 COINS TO BLOCKS



Drop the P-Switch on the three gray blocks at the top of the stage. Jump on the switch to turn coins into blocks and form some new Prize Blocks.

420 PIPE SECRETS



After activating the P-Switch, leap down along the right wall to a green pipe. Enter the pipe before time runs out to find a secret area.

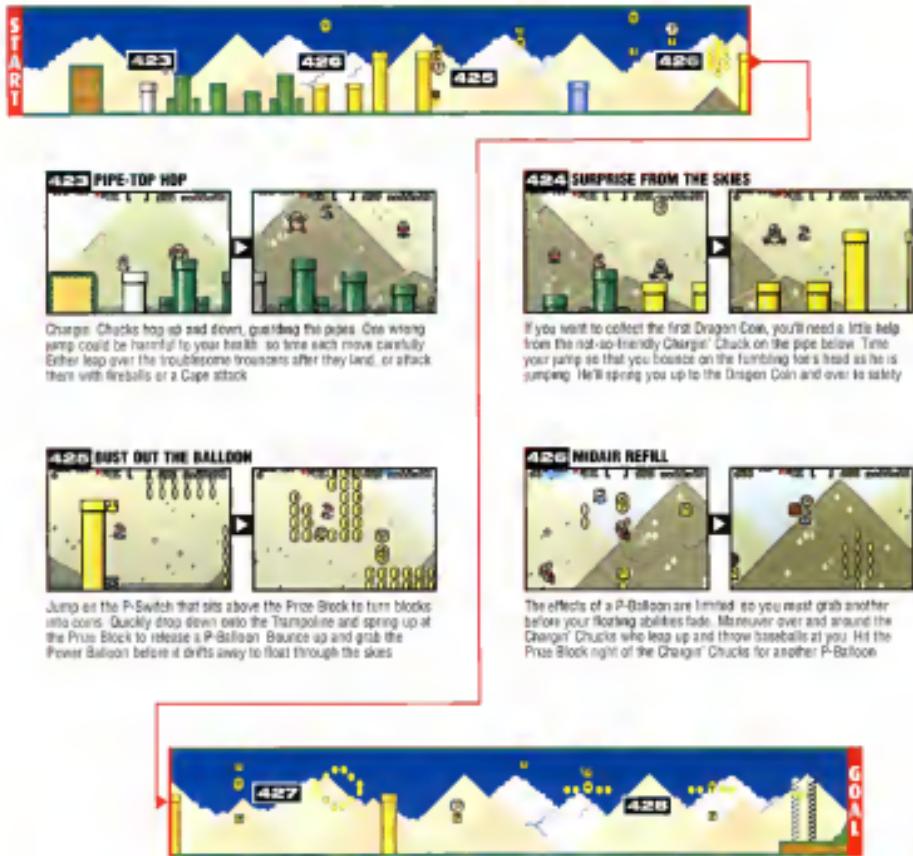
421 BRIDGE THE GAP



Stamp on a blue P-Switch to create a temporary bridge across the huge chasm. Pick up the silver P-Switch and carry it with you while avoiding the Amazings Flying Hammer Brother. Stamp on the silver switch when you see Lakitu to turn its Spiny Eggs into silver coins.



TUBULAR



423 PIPE-TOP HOP

Charge Chucks hop up and down, guarding the pipes. One wrong jump could be harmful to your health, so time each move carefully. Either leap over the troublesome firebreathers after they land, or attack them with fireballs or a Cape attack.

424 SURPRISE FROM THE SKIES

If you want to collect the first Dragon Coin, you'll need a little help from the not-so-friendly Charge' Chucks on the pipe below. Time your jump so that you boosted on the tumbling bot's head as he is jumping. He'll spring you up to the Dragon Coin and over to safety.

425 BUST OUT THE BALLOON

Jump on the P-Switch that sits above the Prize Block to turn blocks into coins. Quickly drop down onto the Trampoline and spring up at the Prize Block to release a P-Balloon. Bounce up and grab the Power Balloon before it drifts away to float through the skies.

426 MIDAIR REFILL

The effects of a P-Balloon are limited, so you must grab another before your floating abilities fade. Maneuver over and around the Chargin' Chucks who leap up and throw baseballs at you. Hit the Prize Block right of the Chargin' Chucks for another P-Balloon.

427 HIGH-FLYING OBSTACLES

Float between the two Volcano Lethuses as the fireballs they spew begin to drop to collect a Dragon Coin and skip safely. Float right over the yellow pipe, then drop down to the Prize Block and grab the last P-Balloon before your air supply runs out.

428 BALLOON TRICKS

Normally you can get only coins from a Coin Block, but as Balloon Mania or Luigi, you can get a 1-Up if you're quick. Float beneath the Coin Block and press Up to release a stream of coins. You can also grab the fifth Dragon Coin for a 1-Up.

WAY COOL



420 FUZZY FRENZY



Foolish Fuzzies race along tracks high above the land, trying to take a chomp out of you. Quick and jump to avoid becoming a Fuzzy snack.

430 THE KEY PATTERN



The maze of tracks and platforms has a very specific pattern you need to follow. Skip the first two ON/OFF switches, then jump up and hit the third one along the track so that it is OFF. Immediately jump up again and set the next switch you pass under to OFF.

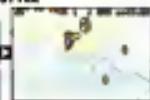


431 A LONE FRIEND



If you follow the pattern of ON/OFF switches described in tip #430, you will end up at a pipe that leads to a room with a helpful Yoshi.

432 FLYING YOSHI-STYLE



After sailing where you found Yoshi, hit the Prize Block for a set of Yoshi's Wings. Soar up to a coin-filled bonus area and an alternate exit to the stage.



433 PULLEY POWER



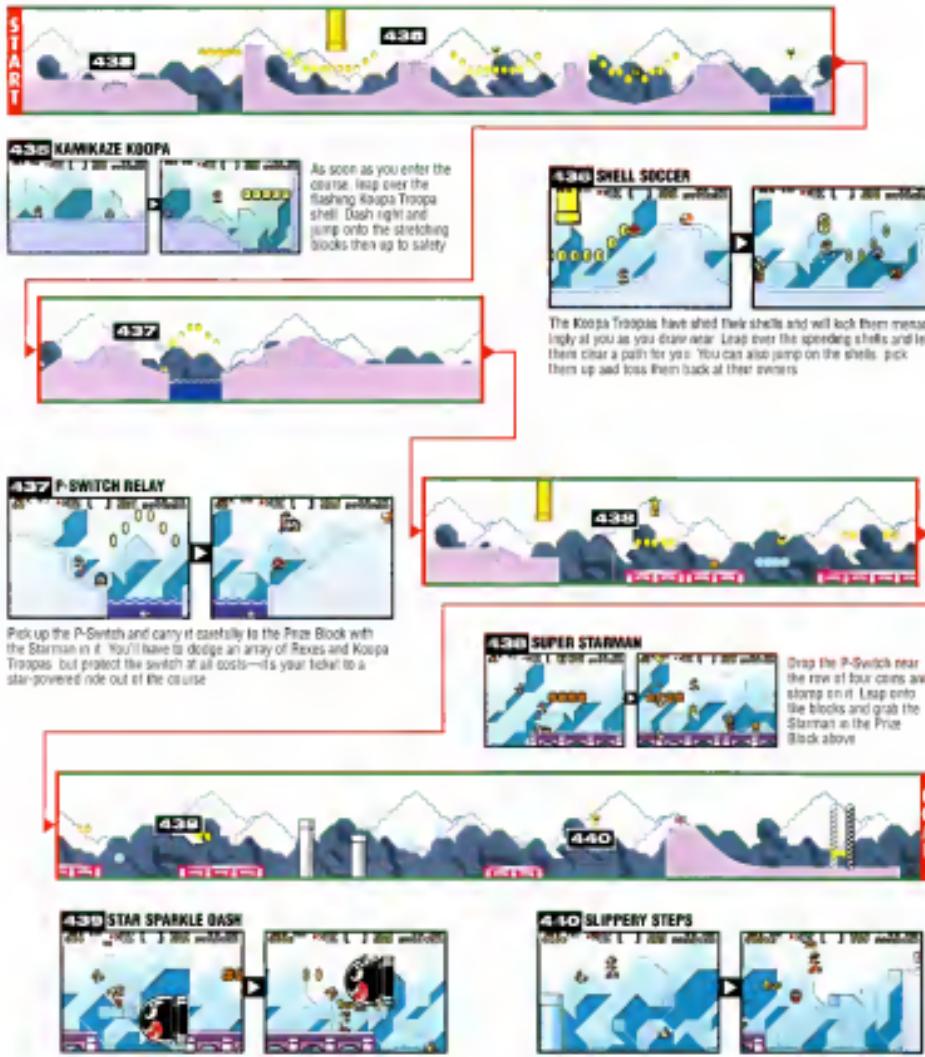
If you continue past the bottom anti-pipe, a maze of pulleys and Fuzzies awaits you. Hop onto one of the pulleys and climb up or down the rope to avoid Fuzzies. As the pulley jumps off its track, leap with it to the next pulley rope. You will have to trap to three pulleys.

434 IT'S A FUZZY CONVENTION!



All the Fuzzies seem to have gathered before the Goalpost, and they circle an small track below the last pulley. Hop onto the pulley rope and ride it right toward the Goalpost while quickly climbing up or down to avoid the frenzied Fuzzies.

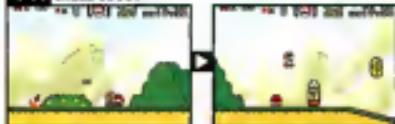
AWESOME



GROOVY

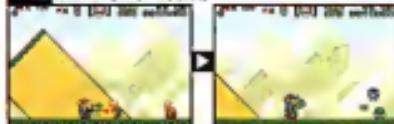


441 SHELL SCOOT



As you enter the course, stamp on the red Koopa Troopa that's wandering back and forth. Pick up the Koopa's shell and carry it right to the Prize Block on the ground. Kick the shell at the Prize Block to release a Yoshi Egg. Grab your pal Yoshi, who'll help out immensely.

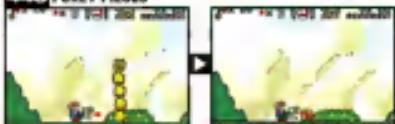
442 A RAINBOW OF KOOPAS



A few steps past the diagonal platforms parades a colorful collection of Koopa Troopas. Yoshi can eat and spit out the green, red, blue, and yellow Koopas, or you can use them to transform Yoshi into a flying, stamping, or fire-breathing superhero.



443 POKEY PIECES



A Polkey slowly wriggles back and forth, striking anyone in its path with spiky thorns. Take the Polkey down in pieces with Yoshi or use a Koopa shell to knock it over. The Polkey is too big for Yoshi to eat in one bite, but he can eat it from the bottom up. Chomp!

444 A TOASTY SNACK



The two Volcano Lizards can be tough to get by without being scorched. Have Yoshi swallow up the lower Volcano Lizard while dodging the fiery spores from the one hanging overhead. Feed Yoshi the Polkey to the right of the plants as it screeches close to you.

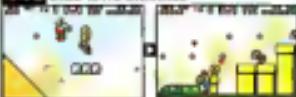


445 PINK BERRY SURPRISE



If Yoshi eats the two Pink Berries floating along the way, a cloud will hatch from a Yoshi Egg. Collect all the coins the cloud drops for 1-Ups.

446 BALL-ISTIC BARRAGE



Chargin' Chucks, Volcano Lizards, and Polkeys lane the path to the Goalpost. Make a dash for the exit as you avoid the fiery spores and baseballs.

MONDO

START



447 EBB AND FLOW



The tide rises and falls throughout the course, which makes the going tricky at times. In some spots, you'll want to wait until the tide is at its lowest point, and in others, at its highest. Watch out for the Blurs! Out of water they're fairly harmless, but in water they're pesky.

448 AS THE TIDE SUBSIDES



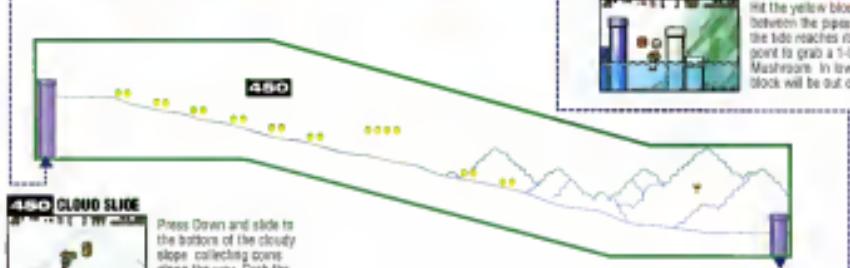
Wait for the tide to be at its lowest point before chasing after the Amazing Flying Hammer Brother. When the hammer reaches 255, the water level will recede and you'll be able to run up under the flying platform. The hammers are difficult to avoid while swimming.



449 HIGH-TIDE PRIZE



Hit the yellow block between the pipes when the tide reaches its highest point to grab a 1-UP Mushroom. In the tide, the block will be out of reach.



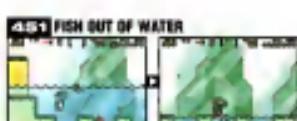
450 CLOUD SLIDE



Press Down and slide to the bottom of the cloudy slope, collecting coins along the way. Grab the Oregon Coin at the end before you enter the pipe.

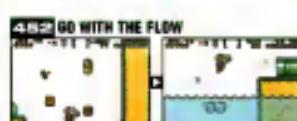


451 FISH OUT OF WATER



Wait for low tide, when the Blurs are rendered helpless. With Yoshi, you can walk along the Munchies safely and easily knock out the Blurs.

452 GO WITH THE FLOW



Knock the Amazing Flying Hammer Brother off his platform while the tide is low, then ride the waves up to the pipe as the tide rises.

OUTRAGEOUS

START



453 FOREST CRAWLERS

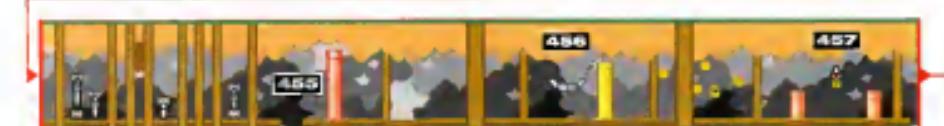


Wrigglers and Fire Snakes inhabit the Forest floor, making it tricky for Mario or Luigi to get by without confrontation. Either jump over them or use the Cape and fly over them. You can Cape-Spin the Fire Snakes or use Yoshi to clamp them and the Wrigglers.

454 TRAVELING TRAMPOLINE



Pick up the Trampoline and carry it with you to the tall orange pipe far to the right. You will need to maneuver past Wrigglers, Fire Snakes and Bullet Bills in your path cautiously—keep your Trampoline at hand at all costs.



456 THE TALL PIPE



Drop the Trampoline you carried from earlier in the course next to the tall orange pipe. Wait for the Bullet Bills to pass overhead, then spring up to the top of the pipe. Once on top of the pipe, use the L Button to scroll ahead and plan for a safe landing.



458 BORROWED WINGS



To get over the tall yellow pipe, you will need to borrow the Amazing Flying Hammer Brother's winged platform. Convincing him to share probably isn't the best option so jump up and knock him off his lofty roost. As the platform swoops near the pipe, quickly jump off.

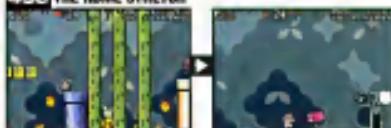


457 STOP FOR A FRIEND



Run past the Goombas, Bloopers and jumping Fire Snakes until you reach a set of orange pipes. Watch your step as you grab Yoshi from the Pipe Block—the Jumping Piranha Plants are live as they shoot out of the pipes.

458 THE HOME STRETCH



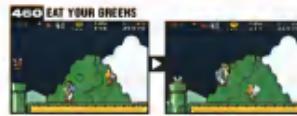
An Amazing Flying Hammer Brother, Wrigglers, Bullet Bills and more all gather'd near the exit and try to keep you from succeeding. It takes some fast reflexes and good timing to make it in one piece! At the exit, board the winged platform and ride it to the Goalpost.



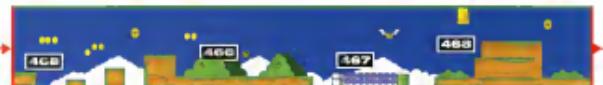
FUNKY



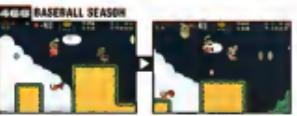
Saito Brothers stamp upon the blocks with shocking force, causing flames to spark along the ground below them. As you enter the last Special stage, run quickly to the right before the Saito Brother above you has a chance to stamp down and block your path with flames



The rare Green Berries add 20 seconds to your timer when Yoshi gobbles one down. Yes begin the course with only 203 seconds on the timer, so every extra bit helps. There are nine Green Berries to find on bushes throughout the course—that's 180 seconds more!



Super Koopas don't let Mario or Luigi as he passes the group of four Piranha Blocks. Use the L Button to scroll ahead and watch for the Super Koopas. Inflate red capes. If you have a Fire Flower, blast the testy flyers with a powerful fireball attack.



A lone Charger Chuck perched atop a ledge rapidly pitches baseballs at you. Wait for the Charger Chuck to take a break then make a lone jump for it. There's usually an opening after he tosses four baseballs in a row. Time your jump and stamp on his head.



Stop a row of Piranha Blocks, a Saito Brother inconveniently blocks your path. Wait for him to sleep once. As the flames start to fade quickly dash and jump up at the blocks beneath him. Knock the Saito Brother out by bumping him off the Piranha Blocks



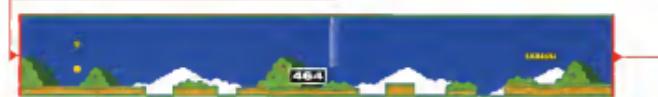
A shower of lightning bolts and flames rain down from the Saito Brothers. Hop up onto the row of Piranha Blocks and bump the upper Saito Brother off his road first. Then Spin-Jump through the lightning bolts and take out the second Saito Brother



Floating high above the bridge of Gobi Blocks is a Piranha Block that contains a 1-Up Mushroom. Carefully pick up a Grab Block and toss it up at the Piranha Block as it does overhead to release the mushroom. There is nothing under the bridge, so watch which block you grab



What's worse than a Charger Chuck? Three of the boisterous brawlers! As you near the trio of baseball-tossing Charger Chucks, hop up to the top platform and over their heads. Dash right to outrun the oncoming barrage of baseballs



Two Charger Chucks and a team of flying Super Koopas will try to stalk you. Dodge the cape Koopas and the fastballs the Charger Chucks pitch. Stomp on the Charger Chucks and any Super Koopas that get too close as you quickly dash to the right



A Charger Chuck will try to block your way near the blue pipe. If you jump on him once, he won't move and the Super Koopas nearby will dive recklessly at you. Jump up while pressing Right against the pipe to stomp on his head continually until he's off cold



A treasure of coins that spells out "You are a super player!!" lines the way to the Goalpost—a fitting reward for completing the super-tough Special Worlds. Take the time to collect as many coins as you can before heading to the Goalpost



Once you pass the Goalpost in Funky successfully, the supersecret Star Road 7 will appear. Use Star Raid 7 to warp directly to Yoshi's house on Yoshi's Island. If you find all 50 of the Goalposts and secret exits, you'll gain entry into a new form of Dimpsax Land

THE WHOLE GANG

After the final triumph over King Bowser, everyone gathers at Yoshi's House for a big victory bash. Cheers for the brave heroes. Mario and Luigi ring out from all over Dinosaur Land.



Mario, Luigi, Princess Toadstool, Yoshi and friends all gather at Yoshi's House for a full-scale victory celebration. King Bowser and his naughty Kooplings have been defeated, and Dinosaur Land is free once more. After their grand adventure, the friends are going on a well-deserved vacation to relax!

KNOW YOUR FOES

A list of the names of Bowser's minions will scroll by after you defeat Bowser. Each enemy's name appears, so if you weren't sure whom you encountered, you'll have a chance to find out.



At the end of the enemy cast list is a family portrait of the nefarious Koopa family—a tribute to its reign and defeat. Take one last look at each of their images and remember your victorious battle against each. The Koopa family surely won't be returning to Dinosaur Land anytime soon if the Mario Bros. have anything to say!

So the Mario Bros. penned another entry into their legendary book of adventures. The plight of Dinosaur Land is no more, and the princess has returned safely to her throne. Mario and Luigi take off in their hot-air balloon for a much-needed vacation but know that their aid will be needed again someday...



You've never seen a race this twisted before!

SHREK

Swamp Kart Speedway



One slick turn and you'll be left in the mud!



Coming
In March!

Gun your motors and zoom full speed ahead against Shrek and all his wild friends in a race for the Dragon's treasure. Grab your bravest friends and speed through fairy lands you didn't even know existed. You've never seen your favorite ogre move this fast before!

- 16 Phenomenally Swampy Race Tracks in 4 Outrageous Fairy Lands
- Eight playable characters each in their own special freak-kart
- Four bad bosses to defeat, unlock and play
- Multiplayer action allows for friends to race each other using the Game Boy Advance Game Link cables

Will you live happily ever after?

DREAMWORKS. GAME BOY ADVANCE



Comic Machine

TDK

www.shrekgame.com

ADVANCED KNOWLEDGE

STRATEGY, TIPS, CODES AND TRICKS FOR THE GAME BOY ADVANCE

IN THIS ISSUE:

- BACK TRACK
- BATMAN VENGEANCE
- BREATH OF FIRE
- DEXTER'S LABORATORY: DEESASTER STRIKES!
- DOOM
- DRIVEN

GRADIUS GALAXIES

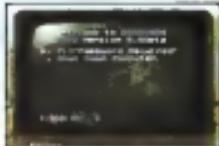
- JURASSIC PARK III: PARK BUILDER
- MADDEN NFL 2002
- MEN IN BLACK: THE SERIES
- MIDNIGHT CLUB STREET RACING
- PREHISTORIK MAN
- SPYRO: SEASON OF ICE

BACK TRACK

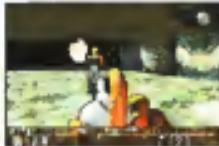
CODE

DARK SIDE OF THE MOON

Swiss Army knives may do a lot of things, but no gun-toting cyborg has ever been defeated with a built-in corkscrew. A few codes should prevent you from having to wield it again. During game play, press Select to see the game menu. Press L, Right, B, L, R and Left. A new screen will pop up with two options. Choose the first option, "Password Required," to reach the password screen. (The other option will return you to the game.) On the password screen, enter in the code "weap" to unlock all the weapons. To replenish your ammo stock, return to the same screen and enter in the code "ammo." Finally, if the relentless assault of Phase ghosts and Alien Dudes has proven too much to bear, enter in the code "god" to become invincible.



Read the bizarre back story in the manual to understand the look of the password screen.



Fill up with all the keen weapons and ammo you can handle, then bore the tables on the well-equipped enemies.

MIDNIGHT CLUB STREET RACING

CODE

CHECKERED PAST

Given the recent taxi game trend on Nintendo GameCube, your first reaction may be to ditch your cab when you pick up *Midnight Club Street Racing*. Here are a few quick codes that will open up some of the early cars so you can leave the yellow and black behind. To start as if you had won all races as Emilio, enter in "NMIL" as your code. It will open up the Cruiser line of vehicles. To start as if you finished Larry's races and unlock the Piranha cars, use "GTPB" as your code. Lastly, if you want to take the Jones cars for a spin, enter in "LGKG" as your code. (The car unlocked by the last code normally opens when you finish the race as Keiko.) All of the codes are cumulative, so if you back out to the main screen after entering the code and enter in another of the codes, both sets of cars will be unlocked. Do it again for the third set of cars. One thing to note: When you use the codes, the game will behave as if you really had finished all the races with that particular character, so you can't go back and race earlier races with souped-up vehicles.



Each line of cars has its own characteristics. For example, the Cruiser cars all have really high durability.

JURASSIC PARK III: PARK BUILDER

CODE

DISSAUR DOLLARS

The beginning of this simulation game is arguably the most difficult part—you have limited funds to build an entire dinosaur-filled theme park. Fortunately, you can kick off your career with plenty of spending money by entering in a handy code. By naming your park "Bonus Park," you will give yourself \$100,000,000 to play with, which is, coincidentally, how much you need to "win" the game. There is one small drawback, however—you can't change the name of your park once you've begun. For an

extra challenge, start a new park and name it "ZeroPark." You will start without having any DNA, which will drive you to spend more money on excavation. Plus, without any DNA, you'll have to wait before you can start adding dinosaurs to the park.



When you first start your new park, you will be given credit for having a successful park, despite the lack of dinosaurs, restaurants or even roads.

SPYRO: SEASON OF ICE

CODE

DRAGONS ARE FOREVER

If all that fire breathing burns you up, chill out with a couple of cool codes. To open all of the level portals without having to find the requisite number of fairies, enter in the code Down, Down, Up, Up, Left, Right, Up, Down and A at the title screen (where it says "Press Start"). You'll hear a chime indicating that you've entered in the code correctly. When you begin your game, you will be able to go wherever you please. If you prefer to play the game in order but need a little extra help in the lives department, enter in the code Left, Right, Right, Right, Down, Up, Right, Up and A on the title screen. Again, you'll hear a chime telling you that you've done it right. You'll start the game with 99 lives.



Jump through any portal you desire, including the challenging Stone Age Speedway.



Fill up on lives before beginning the game to give Spyro a clean bill of health throughout your quest.



GRADIUS GALAXIES

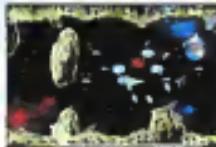
CODE

YOU DIDN'T THINK THEY'D FORGET IT, DID YOU?

Konami's famous code returns in its enhanced remake of the popular NES title. Traditionally, the code Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start has unlocked various cheats. That code still works in Gradius Galaxies... for a while. The code will equip your ship with all of the power-ups (except speed boost), but your ship will explode mysteriously about three seconds later, rendering all your gains pretty much useless. However, a small modification will ensure you a long life, provided you avoid the occasional asteroid and enemy laser fire. Input the code Up, Up, Down, Down, L, R, L, R, B, A and Start to get all the power-ups as mentioned before, but without making your ship spontaneously blow up. A final word: Enter in the first code as many times as you want, but the good code can be entered in only once per game.



Putting in the original code will be a big gain, but a short trip.



All the power-ups prove to be particularly useful against bosses because of the amount of damage they can take.

DOOM

CODE

OLD DOG, NEW CODES

The classic shooter still has a couple of tricks up its camouflaged sleeve. To take advantage of the cheats, press Start to pause the game, then hold L and R and input the code. There's no need to rush—if you enter in the code too quickly, it won't work. Also, the Radiation Suit, Invulnerability and Berserk codes will last only as long as they would if you picked up the items that give you the same abilities. Further, while you will retain your weapons and ammo from one level to the next, you'll get the keys you need only for the level you are in, so you'll have to input the code each time you start a new level.

CODE

CHEAT UNLOCKED

A, A, B, A, A, A, A	GOD MODE (LASTS ENTIRE LEVEL)
B, A, A, A, A, A, A	COMPLETE MAP
B, B, A, A, A, A, A	RADIATION SUIT
B, A, B, A, A, A, A	INVULNERABILITY
A, B, B, A, A, A, A	BERSERK MODE
A, B, A, A, B, B, B, A	ALL WEAPONS, KEYS AND FULL AMMO
A, B, A, A, B, B, B, A	WARP TO THE NEXT LEVEL

BATMAN VENGEANCE

TIP

THE JOKER'S ON HIM

When you first fight the Joker, he'll be standing on a stack of wooden crates, and every time you damage the crates, the Joker will take damage as well. Jump and fire your Batarangs into the small gap in the scaffolding while dodging the barrels that fall from above. When you run out of Batarangs, a barrel will yield five more, provided the barrel doesn't fall on your head. When you break one of the three boxes underneath the Joker, he will begin to feed tiny, colored bombs onto the conveyor belt. Avoid them and continue to aim at the small hole. He will eventually run away to fight again later.



The aperture in the scaffolding is pretty small, so you'll have to practice to find out exactly when to throw the Batarangs.

FREEZE!

When you finally get to Mr. Freeze, you won't exactly get a warm reception. From his catwalk, he drops green canisters that cause a devastating amount of damage. The first instinct is to avoid the canisters, but the way to finish Mr. Freeze is to beat him at his own game. Catch the canisters and toss them back up onto his perch. When you throw the explosives back up, they will go slightly forward, so make sure you are not directly under the center of the platform, or they will crash back down and hurt you. You can miss catching only one of the vials, which leaves you very little room for error. About halfway through the battle, Mr. Freeze will bump up the difficulty by launching missiles from two different heights. Duck the higher missiles and jump the lower missiles.



Catch every canister that Mr. Freeze drops, even if you don't wind up throwing it at that very moment.

PICK YOUR POISON

Poison Ivy is one of the easier bosses to defeat if you know how. Avoid the explosive seeds that the giant plant shoots by jumping forward as it lands at your feet. The cloud it causes will linger briefly, so pause before taking refuge on the left side of the screen. Wait until the giant plant raises its eye above the tentacle-like leaves, then hurl a Batarang at it. Poison Ivy will begin to drop small plants that will attack you from the ceiling, so take care of them first before throwing the next Batarang. It doesn't take nearly as many attacks to destroy it as it did to beat the Joker or Mr. Freeze, but it can be an awful nuisance.



Stay to the far left to give yourself plenty of time to avoid the projectiles. The large plant sprouts

TRUE ROMANCE

After Harley explains the trap she set for Batman on the bridge, the Joker will leave her to take care of you with her giant hammer. Slowly approach her position until she charges you, then jump over her and attack from behind while she swings the hammer. If instead of swinging the hammer, she tumbles away, do not pursue her immediately. Wait until she stops tumbling and then approach her again—otherwise, she'll quickly turn around and attack before you have time to evade her.



Harley will start running at you as you approach her, so move slowly to allow plenty of time to react.

TERRIBLE DIRIGIBLE

The final boss battle with the Joker's blimp takes both speed and skill to win. Start shooting the blimp as soon as you can, avoiding as many of the explosive balloons as possible. Since you have so little time to take out the blimp, every shot that hits a balloon is a shot wasted. For the same reason, try to stay somewhat close to the blimp so balloons don't pass between it and you. If you do shoot one of the balloons, be sure to stay well out of range because its blast radius is much larger than it appears. Above all, never stop shooting. Even when you have figured out the strategy, the time limit can still prevent you from defeating the Joker, so act fast.



The Joker's blimp takes a lot of damage, so don't get distracted and start chasing after the balloons.

CODE

TRY FOR YOURSELF

The level codes for Batman Vengeance are all conveniently named after items, places and characters in the game.

LEVEL	PASSCODE	LEVEL	PASSCODE
2	GOTHAM	12	CATWOMAN
3	BATMAN	13	JAMES
4	BATBARA	14	DRAKE
5	GRAYSON	15	HARVEY
6	ROBIN	16	SELINA
7	TIM	17	BATARANG
8	BATGIRL	18	BRUCE
9	FRIES	19	QUINZEL
10	VICTOR	20	JACK
11	ALFREDO	21	EDWARD

DEXTER'S LABORATORY: DEESASTER STRIKES!

CODE

SECRET FORMULA

Rarely do you find a game with as many codes that make it more difficult as codes that make it easier. Still, all of the codes are worth paying attention to if you feel yourself breezing through this action game. Enter in the codes on the pause screen during game play. A message will pop up telling you which code you've entered correctly.

CODE

CHEATS UNLOCKED

L, L, R, R, R, R, R, R, L, L, R, R, L, L, L, R	LOW GRAVITY (DEXTER JUMPS HIGHER)
L, R, R, R, L, R, L, R, L, L, R, L, L, L, L, L	SLOW ENEMIES
L, R, R, R, R, L, R, L, R, R, L, L, R, L, R, R	FAST DEXTER
L, R, R, R, R, L, L, R, R, L, L, L, L, L, R	LESS DAMAGE (DEXTER TAKES LESS DAMAGE WHEN HIT)
L, L, R, R, L, R, L, L, R, L, L, R, R, L, L	ONE MORE TRY (EXTRA LIFE, MAXIMUM 8)
L, R, R, R, L, L, R, R, L, L, L, L, R, L, R	GET DOUBLE AMMO (LOADS 10 AMMO)
L, R, R, R, R, R, R, L, R, L, L, R, R, L, L, L	CONTROLS ARE REVERSED (SWAPS DEXTER'S CONTROLS)
L, L, R, R, R, R, L, R, R, R, L, L, L, L, L, L	STRONG ENEMIES (ENEMIES ARE MORE DIFFICULT TO BEAT)
L, R, R, R, R, R, L, L, L, L, R, R, R, R, L, L	FAST ENEMIES
L, L, R, R, R, L, R, R, R, L, L, R, R, L, L, R	SLIPPERY FLOOR (DEXTER SLIDES WHEN HE WALKS)



DRIVEN

CODE

THE ROAD TO SUCCESS

To unlock all of the cars and tracks in Driven without having to complete all the races, select the Top Secret Cars option in the main menu and input the code 29801. The credits will begin to roll as if you had just finished the game. Press B to return to the main menu. When you start a new race, all the cars, including the Gamestop car and the Master car, will be available, as well as all of the tracks.



The Master Car corners like it's on rails and pulls away from the pack with incredible acceleration.

MEN IN BLACK: THE SERIES

CODE

... BUT STILL NO ELVIS SIGNINGS

To make J and K invulnerable to the insect onslaught, enter in the code B/FPRVRDD on the pass-code screen. The game will beep, then the code will erase. Press Start to begin a new game with out risking any damage.



MADDEN NFL 2002

CODE

EXCESSIVE CELEBRATION

Do you want to join in on the the touchdown celebrations in Madden 2002? When your player scores a touchdown, press the B-Button to sound an air horn, press A to hear the referee whistle, press the R-Button to hear Madden yell "Pow" and press L to hear "Whoa!" You can keep pressing them for the duration of the endzone celebration.



BREATH OF FIRE

TIP

STREET MAGIC

To see a cameo appearance by Capcom celeb Chun-Li, head to the town of Bleak. Visit the young magician who asks you to put a hundred coins on the table so he can make them disappear. Agree, then wait until he says, "Look behind you." Answer "No" twice, then answer "Yes." Afterward, you'll be able to see Chun-Li practicing her moves in the background.



Do I do that if you think?

PREHISTORIK MAN

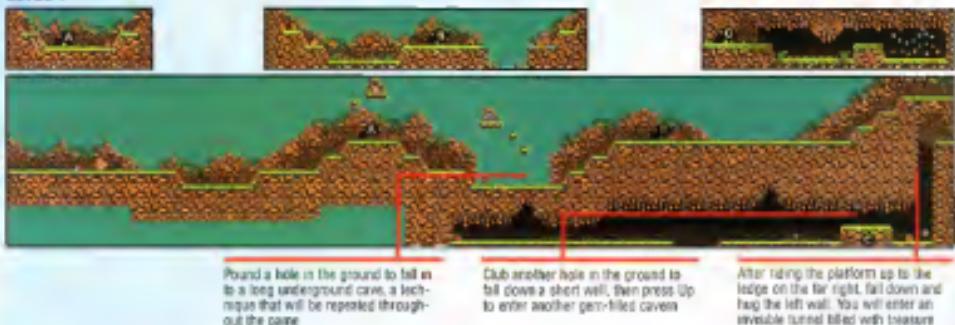
TIP

CHECKING THE CLUB SCENE

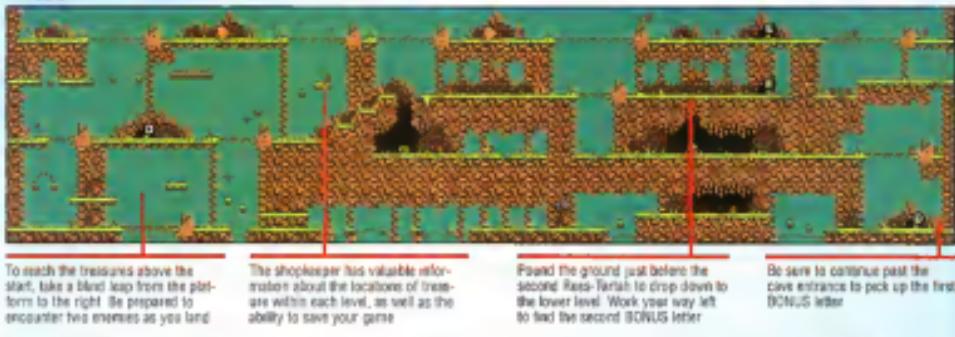
Much of the difficulty of Prehistorik Man is not in beating the levels themselves but in finding all of the treasure hidden within. Covered holes and hidden caves are commonplace, so explore

everywhere. Shown are the maps of the first, second and fourth levels of the deceptively challenging Titus platformer. The techniques used on the three levels should help you find the treasure for all of the future levels. The letters indicate where the different cave entrances link.

LEVEL 1



LEVEL 2



LEVEL 3



There's a name for heroes
who don't complete their mission...



Lunch.

The world of *Angry Dinotopia* are polarized for invasion. Scurvy pirates are hungry for treasure. And an ancient stone of unimaginable power is about to fall into the wrong hands. Take to the skies and prepare for battle—only you can preserve the special world that is *Dinotopia*!



Fight pirates, monster dinos, bosses, a mechanical dinos and other nasties!



Mouse through 5 during levels including diamond excess and the Tyrannosaurus nest!



Fly on your own skybox, collecting Sunstone weapons and power-ups as you go!

DINOTOPIA® THE TIMESTONE PIRATES™



Visit www.earts.org or
call 1-800-777-9772
for Rating Information.

GAME BOY ADVANCE

Dinotopia is a registered trademark of RJE Inc. Licensed by The Bradford Group Inc. for Electronic Games. ©1998 RJE Inc. All rights reserved. The GBC logo is a trademark of RJE Inc. Licensed by The Bradford Group Inc. for Electronic Games. ©1998 RJE Inc. All rights reserved. All other trademarks and registered trademarks are the property of their respective holders. Eighth Dimension Inc. and other trademarks and service marks are the property of their respective owners.



game boy is a trademark of Nintendo

YOUR POWER GUIDE TO THE LATEST GAME BOY ADVANCE RELEASES

BUYER'S GUIDE



• *TONY HAWK'S PRO SKATER 2* • *THE POWERPUFF GIRLS: MISS JOJO A-H-O-O* • *RAZER: FREESTYLE RACER* • *THE EXTRA DIMENSIONAL* • *PUYO POP* • *NANCY DREW: MESSAGE IN A HAUNTED MANSION* • *MOTO GP* • *BATMAN: FLINGSTONE* • *THE TROUBLES IN BEDROCK* • *AMERICAN BASS CHALLENGE* • *AN AMERICAN TAIL: FIFI'S GOLD RUSH* • *DOKKON* • *MOTORCROSS MANIA ADVANCE* • *BROKEN SWORD: THE ENTHRONED OF THE TEMPLARS* • *BALTIC LAKE 2000* • *SNESH* • *IRMA: JAN 2002* • *INSPECTOR GADGET: ADVANCE MISSION* • *TOM CLANCY'S RAINBOW SIX: ROGUE SPEAR* • *JONNY MORELEY: MAD TRIX* • *DISNEY'S PETER PAN: RETURN TO NEVER LAND* • *STAR WARS: EMPIRE AT WAR* • *STAR WARS: EMPIRE AT WAR: ADVANCE EDITION* • *ARMED HEAT: MAJOR LEAGUE BASEBALL 2002* • *BREATH OF FIRE II*

SONIC ADVANCE

SEGA'S SUPERSONIC MASCOT AND A TRIO OF PALS SOAR TOWARD THE GBA.

GENRE: ACTION
PLAYERS: 1 TO 4
GAME LINK: MULTI-PAK
RELEASED: NOW AVAILABLE
PUBLISHER: SEGA
WEBSITE: WWW.SEGA.COM



You'll fly through the game's levels at super speed, racing through loops and breaking off hangars. With Sonic, you'll have the added advantage of spin attacks and the speedy Spin Dash.



With help from two powerful upgrades, Sonic's pal Tails can hover high and beat to the top of watery passages. Other playable characters include Amy Rose and Knuckles the Echidna.



As you complete each zone, you'll face Dr. Eggman and one of his amazing machines. After you demonstrate a new good move, you'll thwart the doctor and move on to the next area.



Time Attack Mode challenges you to screen through the game's levels in fast as you can. If you beat the best time, your score will become the new time to beat.



The Tiny Chao Garden is a virtual pet kiosk game that lets you caring for a newly hatched creature. Two mini-games add to the fun.

Fast, fun and full of action, Sega's Sonic Advance is an all-new 2-D adventure that draws inspiration from the blue blur's classic adventures. Dr. Eggman is up to his old tricks and it's up to Sonic the Hedgehog, Miles "Tails" Prower, Amy Rose and Knuckles the Echidna to stop him. You'll run, jump, spin and fly through more than a dozen thrill-packed levels as you take on the doctor's machines and collect seven Chao Emeralds. At the end of every two-level zone, you'll go up against the doctor himself.

You can play the game with your choice of Sonic or any of his three pals. Each playable character has special abilities that give him or her access to sections that the other characters can't reach. Once you've played the game all the way through with one character, you can switch to another character, play the game again and make a ton of new discoveries. You'll reach the final battle with Dr. Eggman after you play every level with each of the four characters.

In addition to soaring through the main game, you can participate in Time Attack Mode and play simultaneously with up to three of your friends in Vs. Mode. You'll need GBAs and Sonic Advance Game Pak for each player and enough GBA Game Link Cables to hook them all together.

The Tiny Chao Garden is an added bonus game that allows you to raise and nurture a virtual pet. Two Tiny Chao Garden minigames give you a chance to earn rings that you can spend on treats for the pet, including candy and musical instruments.



NINTENDO POWER ADVANCE

[nintendo.com](http://NINTENDO.COM)

TONY HAWK'S PRO SKATER 3



GET SICK WITH A SLICK GBA VERSION OF THE HAWK'S LATEST SKATE JAM.

GENRE: SPORTS

PLAYERS: 1 TO 4

GAME LINK: MULTI-PAK

RELEASE: SPRING 2002

PUBLISHER: ACTIVISION

WEBSITE: ACTIVISION.COM



Animated
Blood

Tony Hawk flies again with a new trick-filled portable Pak. Featuring a total of 13 skate pros and six environments, the game has the same look and feel as the Game Boy Advance version of Tony Hawk's Pro Skater 2—big levels, great animation and a clear, fixed view of the action.

Career Mode challenges you to accomplish a series of high-flying goals in each environment. When you've met enough goals, you can unlock the next area. Environments include a molten metal foundry, a competition course in Rio, an obstacle-packed street in suburbia, a sprawling airport, a busy LA intersection and a Tokyo megapolis.

Free Skate Mode allows you to skate in any unlocked environment for an unlimited amount of time. Single Session Mode puts the pressure on by adding a time limit. You can learn the skate pro basics and some advanced moves in the 15-lesson tutorial.

Multiplayer options give up to four players a chance to show off their moves. If the players vary in skill levels, a handicap option evens the field. Most multiplayer games require multiple GBA systems, Game Paks and GBA Game Link Cables. The multiplayer HORSE game lets players pass around a single system and Pak after they take their turn.



The game's six environments and Career Mode goals are modeled after those in the Nintendo GameCube version of the game.



Every skater has a collection of special moves. Some skaters also have different level goals from the others.

THE POWERPUFF GIRLS: MOJO JOJO A-GO-GO



HELP THE POWERPUFF GIRLS SAVE YOUR GBA FROM THE EVIL SCHEMES OF MOJO JOJO!

GENRE: ACTION

PLAYERS: 1 TO 3

GAME LINK: MULTI-PAK

RELEASE: NOW AVAILABLE

PUBLISHER: BAM! ENTERTAINMENT

WEBSITE: BAMAFUN.COM



Mac
Violence

Everyone's favorite pint-size superheroes take to the GBA in The Powerpuff Girls: Mojo Jojo a-Go-Go. Unlike the previous GBC Powerpuff outings, this title allows you to play as any of the sisters and even switch between them on the fly. There's also a multiplayer mode, which sends the girls off on a wild race through Townsville.

The plot is thin but familiar: Mojo Jojo is trying to destroy Townsville and steal the denizens' precious belongings. As the girls, you'll side-scroll through six different areas of Townsville while fighting off robot sentries, tricky bosses and even the mighty Mojo Jojo himself. But the girls have a few tricks of their own—including unlimited flight, powerful energy beams and punches that can take out a brick wall.

You can improve the girls' already impressive abilities by collecting power-ups. Some power-ups will cause energy beams to grow or turn into homing beams, while others make the girls' fists fire in multiple directions at once. You can also grab everyday items such as trees and mailboxes and use them to wallop baddies. And if the heat gets to be too much, just call upon all three girls at once for an incredibly powerful Super Attack that decimates everything in sight.

The game offers plenty of enemies to wallop, power-ups to find and bosses to destroy, and fans of both the cartoon series and shooters such as Gradius Galaxies should give it a look.



Nothing makes a young superhero happier than smashing Mojo Jojo's henchmen with a large tree.



If a car hits one of the girls, she will knock face-first into your GBA screen. It's just one of many clever, cartoonish touches that you'll find throughout the adventure.

RAZOR FREESTYLE SCOOTER



BECOME A TERROR ON TWO WHEELS IN A TRICK-PACKED SCOOTER CHALLENGE.

GENRE: SPORTS

PLAYERS: 1 TO 4

GAME LINK: MULTI-PAK

RELEASE: NOW AVAILABLE

PUBLISHER: CRAVE

WEBSITE: CRAVEGAMES.COM



Taking inspiration from the Tony Hawk's Pro Skater series, Crave's Razor Freestyle Scooter is a fast and fun exhibition of extreme tricks and maneuvers. The game features four modes, six scooter-friendly environments and dozens of crazy moves.

The single-player circuit challenges you to meet a series of goals in each environment. Goals include hitting high scores, grinding long distances, landing big point combos and collecting wheels. You'll start with four unlocked arenas—Scooter Park, Aircraft Carrier, Circus and Sports Stadium. As you accomplish your goals, you will unlock two more arenas. When you accomplish all of the goals in every arena, you'll open up the Championship Mode, where you can compete in a field of eight scooter pros.

Multiplayer action requires GBA systems and Game Paks for every player, along with the appropriate number of GBA Game Link Cables. There are four different multiplayer games. The Points Battle is a high score competition. The Spell Scooter game is a challenge to collect letters that are spread throughout the arena. The Grind Challenge awards the player who can grind for the greatest total distance in the allotted time. The It game is a variation of tag. The player who is "It" when the time expires wins the game.

By achieving high scores, you can earn cheat codes that give you special trick abilities.



Hit the Scooter Park and perfect your high-flying tricks. The single-player circuit challenges you to score high scores, pull off big moves and collect wheels.



Commit the trick list to learn high-time combo moves, like the one-handed tailspin.

E.T. THE EXTRA-TERRESTRIAL



STOP TO SMELL THE FLOWERS WITH THE ALIEN BOTANIST AND HIS BUDDIES.

GENRE: ADVENTURE

PLAYERS: 1

RELEASE: NOW AVAILABLE

PUBLISHER: NEWKIDCO

WEBSITE: NEWKIDCO.COM



A peace-loving botanist visits Earth to study its plants but ends up learning more about the planet's people after he's accidentally stranded in a forest.

In the first two missions, you control E.T. Later missions allow you to play as E.T.'s human pal Elliott instead, and some missions require you to switch between E.T. and Elliott.

The game begins with you controlling the squat, large-headed, beige alien as he shuffles into the forest to collect widely spaced flowers. Jumpy frogs and enormous bugs sap E.T.'s energy, and the forest is a confusing maze of trees, rocks and other obstacles. Something goes horribly wrong just as E.T. completes his flower-gathering task, however, and he's left stranded on Earth.

Somehow, government agents are aware that E.T. is alone in the forest, and they'll try to catch the abandoned alien as you guide him through the dangerous forest to Elliott's house.

Much of the game consists of avoiding enemies and finding your way through the labyrinthine levels, but there is a bit of variety later on. In later missions, you'll collect parts to build a communication device for E.T., assemble the puzzling device, hike back to the forest and more.



E.T. is out of this planet, and as such, he moves slowly and clumsily. Elliott is a bit more nippy.



Many of the areas are very large and complicated. You may have to traverse around the forest for a while until you find your way out.



PUYO POP



A BATTLE OF WILLS BOILED DOWN TO PRISMATIC PURITY, PUYO ARRIVES AT LAST.

GENRE: PUZZLE

PLAYERS: 1 TO 4

GAME LINK: SINGLE-PAK/MULTI-PAK

RELEASE: NOW AVAILABLE

PUBLISHER: THQ/SEGA

WEBSITE: THQ.COM

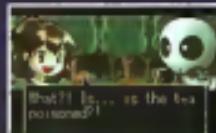


Classics never lose appeal. And variations of the Puyo concept have traveled from arcades to cell phones. But it's never appeared on Nintendo in the United States, unless you count Kirby's Avalanche. That title fused Puyo game play—racing to build clusters of color globs—with Nintendo's celebrity glob for a hit Super NES game back in 1995.

Whatever its form, the series is based on the familiar arcade/puzzler concept of racing to stack falling puzzle pieces. The pieces that drift downward are the same shape every time: two globby Puyos stick together, each of which can be one of several colors. When four or more of the same color pile up, they all pop and vanish, which triggers an avalanche of Puyos piled above them. Players who think ahead while piling Puyos can use avalanches to their advantage—and create massive combos of popping Puyos.

When facing the computer or human opponents, players can create chaos for the competition by completing combos, which drop blocks into other Puyo piles and trip up competitors' own combo-popping strategies.

When not playing against human opponents, players can go solo in a quest mode that's filled with computer opponents who are increasingly skilled at Puyo, making for tough challenges on the road to becoming a master.



In Puyo Pop's solo mode, you play Ie, who hangs out with other oddball Puyo players on a quest filled with surreal humor. Shinko-Ie thinks it's seriously weird to offer you stale tea. Fortunately, his game is far more evil.

Puyo Pop reaches lesson levels of dog-eat-dog competition during four-player multiplayer games. If each person has a Pak, the game offers more options, but you can have everyone play off only one Pak, as long as you have enough Giga Link Cables.

NANCY DREW: MESSAGE IN A HAUNTED MANSION



CAN THE CLASSIC CHARACTER CRACK THE CASE OF THE CALIFORNIA CALAMITY?

GENRE: POINT-AND-CLICK ADVENTURE

PLAYERS: 1

RELEASE: NOW AVAILABLE

PUBLISHER: DREAMCATCHER

WEBSITE: DREAMCATCHERGAMES.COM



Nancy Drew, teen sleuth, has been solving crimes for over 20 years. The ever-modern miss makes her Game Boy Advance debut in Nancy Drew: Message in a Haunted Mansion.

An old family friend, Rose Green, needs Nancy's help. Ms. Green has purchased an old Victorian mansion in San Francisco, and strange accidents are plaguing her renovation attempts. Rose's business partner and pal, Abby, thinks that angry ghosts may be to blame. It's up to Nancy—and you—to find out what's happening at the mansion.

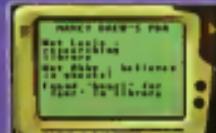
You'll see the world through Nancy's eyes in this first-person point-and-click adventure. When a magnifying glass appears on the screen, you can get a closer look at a potential clue or useful piece of equipment. Arrows help you navigate the mansion, and you even have dialogue choices to help you chat with the people hanging around the mansion.

Along the way, you'll read many things—poems, insurance papers, books and more. As you play through the game, the jumble of symbols, papers, items and other clues will start to coalesce into a logical pattern, and you'll be able to solve the case.

The game is suitable for all ages, but a great deal of reading is involved.



Choose your words carefully when speaking to the people in the mansion. You will learn a lot from your conversations.



Nancy's PDA keeps track of the moves she's made and the clues she's recovered. Use it to refresh your memory.



MOTO GP



THQ GIVES MOTOSPORTS FANS A REALISTIC DOSE OF SAVVY CYCLING ACTION.

GENRE: RACING
PLAYERS: 1 TO 4
GAME LINK: MULTI-PAK
RELEASE: SPRING 2002
PUBLISHER: THQ
WEBSITE: THQ.COM



Revving at white-knuckle speeds near 170 miles per hour, the souped-up cycles of THQ's two-wheeled racing game capture the intensity, rivalry and energy of motorsports competition. Moto GP rolls out 12 licensed bikes from Honda, Suzuki, Yamaha and other companies. When you take one of the authentic bikes for a spin, you'll be able to ride as an international Moto GP rider, such as Kenny Roberts Jr., Alex Barros or Loris Capirossi.

The main mode of play is in the 16-track Grand Prix Mode, which unleashes 12 cyclists on snaking tracks in Japan, Australia, France, Italy, Spain, Malaysia, Portugal and other cosmopolitan pit stops. Whether it's rainy, foggy or clear out, racers will have to negotiate countless hairpin turns and avoid wiping out to become the leader of the pack.

In addition to its Grand Prix Mode, Moto GP tears up the tracks with three other ways to ride. In Tournament Mode, you compete in the game's four race circuits. If you fall to place, you'll be eliminated from the competition. The tracks your tournament victories unlock will be available in Time Attack Mode, which gives you the whole road to yourself as you compete for a record time. In Quick Race, up to four players can link up and compete in a round of MultiPak racing.

With four-player fun, tight handling, scenic graphics and turbocharged music, Moto GP is the sim-style cycling game that'll keep any motosports fan's engine running hot.



Grand Prix Mode features 16 tracks. If you win the competition, you'll unlock a new rider. Get off to a good start by revving your engine so the needle points between 10 o'clock and 11 o'clock on the speedometer. You'll get a turbo start if you keep the needle there when the starting light turns green.



Weather changes from sunny to overcast. Fog effects visibility, and rainy conditions affect your cycle's handling. When roads are slick, ease off the accelerator to turn.

M&M'S BLAST



HAVE A BLAST WITH A SWEET MINIGAME-PACKED BOARD BONANZA.

GENRE: BOARD GAME
PLAYERS: 1 TO 4
GAME LINK: MULTI-PAK
RELEASE: SPRING 2002
PUBLISHER: MAJESCO
WEBSITE: WWW.MAJESCOSALES.COM



Red, blue, yellow and green M&Ms get together for a big board game challenge in Majesco's M&M's Blast. Pick a color, roll the dice and hop across one of four huge boards. Board game themes include the candy-filled Sweet Dreams and the scary Haunted House. Up to four pieces can participate in each game, with any mix of player-controlled and computer-controlled pieces.

When you land on a space, you might face one of several consequences. You could win Minis, lose Minis, jump ahead a number of spaces, go back spaces or swap places with another piece. In some areas, you'll have a chance to run around freely and collect Minis while you avoid a variety of dangers.

As you play the board game, you'll participate in a wide variety of minigames. In the Candy Catch game, you must move left and right to collect falling Minis. The Miniature Golf game challenges you to putt the ball in the hole using fewer strokes than your opponent(s). The Candy Match game is a symbol-matching variation on Concentration.

At the end of every minigame, players are awarded Minis according to how they performed. After you play a minigame as part of a large board game, the minigame will become available as a separate menu selection.



Throw the dice on one of four different boards, move your piece and face the consequences.



Target Sheet is one of more than a dozen fun minigames. Your character will get closer to the finish line every time you hit the target.

BATMAN VENGEANCE



PROTECT GOTHAM CITY AS BATMAN AND OTHER DC COMICS SUPERHEROES.

GENRE: ACTION

PLAYERS: 1

RELEASE: NOW AVAILABLE

PUBLISHER: UBI SOFT

WEBSITE: UBISOFT.COM/US/



Mild
Violence

The Joker's wild in Gotham City, and so are local supervillains Harley Quinn, Mr. Freeze and Poison Ivy. In a twisted plot loosely based on the story from Batman Vengeance for the Nintendo GameCube, Ubi Soft's GBA version sends you on a caped crusade across 21 levels of side-scrolling action, puzzle solving, Batmobile racing and Batplane piloting.

Between each level, gorgeous still images worthy of a graphic novel illustrate the devious comic-book story, and Batman, Robin, Batgirl and Nightwing make heroic appearances. You can play as all four superheroes, and they'll have a utility belt full of crime-fighting tools to use.

As Batman, you can cruise in the Batmobile or explore side-scrolling levels on foot. Thugs ranging from plant monsters to rocket launching soldiers lurk around every corner, and the Dark Knight can battle them with punches, kicks, Batarangs and smoke pellets. For head-scratching fun, Robin's puzzle levels let you play as the Boy Wonder in top-down mazes, where you must push boxes and pilot the remote-controlled Batcrusher. As Batgirl or Nightwing, you can take to the skies for shoot-'em-up side-scrolling in the cockpit of the Batplane.

With loads of wham-bam fun and diverse game play, Batman Vengeance will please action fans as well as fans of DC Comics and the Caped Crusader's WB animated series.



As Batwing, you can navigate side-scrolling areas with the help of your Bat-Grapple. Eventually, you'll face off against supervillains including the Joker and Mr. Freeze.



After you've finished off 21 levels of Story Mode, you'll receive a password that will unlock Advance Mode. The bonus mode features hand-remade versions of various levels. Before you're done, you must complete a special mission, such as finding three hidden data discs.

THE FLINTSTONES: BIG TROUBLE IN BEDROCK



HELP FRED SAVE BARNEY FROM A MODERN STONE-AGE TRAGEDY.

GENRE: PLATFORM

PLAYERS: 1

RELEASE: NOW AVAILABLE

PUBLISHER: CONSPIRACY ENTERTAINMENT

WEBSITE: CONSPIRACYGAMES.COM

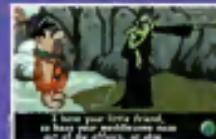


It's quitting time at the quarry where Fred and Barney work, but Barney's nowhere to be found. Fred doesn't have to walk far to find out that the evil Dr. Sinister has kidnapped his little blond buddy. You must locate Dr. Sinister's new hideout and rescue Barney—but it won't be easy. The once-friendly Bedrock streets are overrun with malfunctioning lawn mowers, barbecue grills and more thanks to Dr. Sinister!

Fred has many different abilities and items that help him with his Barney quest. He can jump, and there are weapons he can pick up from the first level that will help him tackle Bedrock and beyond's mean streets. In later levels, Fred can find the Great Gazoos pick-ups to gain the ability to Judo-Chop and Double-Jump. Fred's weapons include a club he can swing for a short time and similarly temporary bowling balls he can roll at enemies. Fred can pick up items such as claws that earn him an extra try for every 50 he collects, Cactus Coolers that give him a short-lived speed boost, and Bronto Ribs that restore one of his limited hit points.

The four areas that Fred visits are clearly illustrated in classic Hanna-Barbera tradition. The first three large levels are set in Bedrock, and there are three levels each in the Wild West, Haunted House and Dr. Sinister's blond areas as well.

There are three difficulty levels of Bedrockin' play: Easy, Medium and Hard.



Dr. Sinister is a villain from the 19th season of "The Flintstones." Everyone thought that he'd sink into the sea with his first hideout, but everyone was wrong!



You won't know what the Great Gazoos has in store for you until you pick him up. There are usually several Gazoos hanging around each level...



AMERICAN BASS CHALLENGE

FISH YOUR WAY TO THE TOP IN UBI SOFT'S TOURNAMENT-STYLE FISHFEST.

GENRE: SPORTS

PLAYERS: 1 TO 4

GAME LINK: SINGLE-PAK

RELEASE: NOW AVAILABLE

PUBLISHER: UBI SOFT

WEBSITE: UBICOMUS.COM



American Bass Challenge is for big fish and small fry alike. Practice and Quickfish Modes let you dive into the action without having to worry about earning good lures or staying within the rules of a tournament, and you can quit at any time without losing your place. Tournament Mode is much deeper—it will teach you just as much about fishing in the game as Practice Mode does.

The game has room to save three fishers, and you can choose the gender and color scheme of each character. You can save your character's progress in Tournament Mode, as well.

You'll begin Tournament Mode as an amateur trying to work your way up to the pros. You're given three lures, a simple fish finder and the option of having a guide tag along with you. The guide will provide some good insights, though you may want to believe the fish finder over the guide at times.

If you can place in the top three of the first amateur tournament, you'll be on your way to another amateur event. Place in the top three again to move on to the pros. Your guide will jump ship once you've made it to the pros. The weights required to qualify increase greatly as you progress in the game.



Take along a guide during your first tournament. The guide will give you tips, and after you've won a few rounds, your guide will reward you with lures!



You must place in the top three in two amateur tournaments before you can go pro. Don't sweat it—you'll need the practice if you want to compete in the big pros.

AN AMERICAN TAIL: FIEVEL'S GOLD RUSH

EUREKA! THE CARTOON MOUSE IS BACK AND HE'S GOING FOR THE GOLD.

GENRE: ACTION

PLAYERS: 1

RELEASE: SPRING 2002

PUBLISHER: CONSPIRACY

WEBSITE: CONSPIRACYGAMES.COM

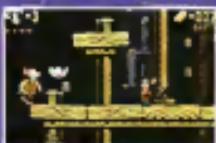


Fievel the mouse immigrated from Russia to New York in his first animated film, *An American Tail*. In the sequel, he headed out west, and he's retracing the steps of his cross-country journey in *An American Tail: Fievel's Gold Rush*. Moseying back to the Wild West, Fievel is on the hunt for gold and pieces of a treasure map leading to his canine pal, Wylie Burp.

Fievel's side-scrolling expedition starts in New York, and the cheery platformer is filled with coast-to-coast plod, former thrills, including gaps to leap across, elevators to ride and feline foes to defeat. Every colorful level contains 100 gold bars to find (if you pocket all of them in a level, you'll win an extra life), and much of the treasure is hidden in hard-to-reach places.

Steam-spewing pipes, rolling barrels and other mouse traps make the trip a hazardous one, and enemies such as rats and cats will try to stop Fievel in his tiny tracks. To fight back, Fievel can toss his magical cowboy hat, which works like a boomerang.

Mainly for younger gamers, *An American Tail: Fievel's Gold Rush* features kid-friendly, hop-and-bop game play that will challenge players who want to score 100% in every level. Since you don't have to find every gold bar, the game is also manageable for beginners, which makes the adventure as good as gold for Fievel fans of all ages.



Fievel can toss his cowboy hat at enemies to stun or defeat them. The hat magically returns to Fievel, so if it never is thrown, it will eventually reappear on top of the mouse's head.



You win more points by passing on a mine, so stash it rich in *Fievel's Gold Rush* by leading on top of boulders rather than attacking them with your hat.

DOKAPON



MONSTER COLLECTING MEETS DUNGEON CRAWLING IN AIA'S CLEVER NEW RPG.

GENRE: RPG

PLAYERS: 1 TO 2

GAME LINK: MULTI-PAK

RELEASE: NOW AVAILABLE

PUBLISHER: AIA

WEBSITE: AMOGAMES.COM



Mild
Violence

Brave dungeons and battle monsters in a quest to become the ultimate adventurer in Dokapon, a new RPG adventure from AIA.

As the hero, it is your mission to earn an adventurer's license. To do so, you must brave multiple dungeons scattered around the island of Dekkano and locate hidden treasures—all while capturing or besting a host of fierce monsters.

You have two basic attacks—a normal attack with your equipped weapon and a special attack based on the classic schoolyard game rock-paper-scissors. Special attacks cause greater damage, but they can be nullified if the enemy chooses a certain defense. Defeated enemies will give you experience points, which you can use to raise stats such as attack, defense and hit points.

Players can also capture monsters and use them in combat. To catch a monster, you must set a trap and then defeat the monster in battle. Once you do, it will follow you around and grant you extra attacks. You can have up to four monsters at a time—any extras will reside at a monster ranch where they'll receive additional training.

Dokapon boasts 150 different monsters, over 50 different weapons, randomized dungeons, colorful graphics and tons of secret items and treasure.



Randomized dungeons mean you'll never explore the same area twice. You can also combine two weapons together to create a new weapon—there are hundreds of possible combinations.



Don't forget to grab a friend for multiplayer mode, where you can exchange items and weapons or duke it out in the Arena. In the Arena, you can either fight for fun or have the loser forfeit whatever weapon and shield he or she has equipped.

MOTOCROSS MANIACS ADVANCE



GET YOUR MOTOR RUNNING WITH POWER-UPS AND NITRO BOOSTS . . . AND ZOMBIES.

GENRE: RACING

PLAYERS: 1 TO 4

GAME LINK: SINGLE-PAK/
MULTI-PAK

RELEASE: SPRING 2002

PUBLISHER: KONAMI

WEBSITE: WWW.KONAMI.COM



Mild
Violence

While THQ's Moto GP (see page 110) leans more toward the sim side of cycling, Konami's Motocross Maniacs Advance barrels full-speed ahead toward the arcade side of racing. Motocross Maniacs Advance is a sequel to the Game Boy and Game Boy Color side-scrolling cycling games, and the tricked-out update plays like a cross between the classic version of Excitebike and a kart racer.

MMA features six Championship circuits, and the 12 courses take you through crazy locales, such as the underwater depths of Blue City, the tiny toy world of Pocket Circuit and the techno-landscape of the D.D.X. Remix track.

Your bike has limited gas and nitro boosts, so you must catch air off ramps to cruise through the strategically placed refills. Other power-ups, including rockets and mines, enable you to stall the competition. If you turn in a fast time or high score, you can attempt to shatter your record in Attack Mode.

Not your typical racing game, MMA stands apart from the pack with Action Mode, which boasts three arcade-flavored minigames. In Zombie Attack, you must knock down roadside ghosts by boosting into them. Hidden Lab has you spinning your wheels on a conveyor belt to collect stars and dodge hazards, and Bomb Tag is both a frantic race and explosive match of hot potato. One to four players can play Action Mode using the Single-Pak option, while the normal courses are available for up to four racers as a Multi-Pak option.



Stock up on tire needles and fuel. Nitro enables you to launch off ramps, while gas keeps you in the game. You'll need Championship Mode if you run out of gas, so keep an eye out for the fuel refills.



Motocross Maniacs Advance website out the wazoo. Due of the goofy power-ups amidst a very legitimate racing after your bike. Your racing partner will change depending on which of the eight riders you're using—if you're playing as Australia Leslie, a kangaroo will tell you.

BROKEN SWORD: THE SHADOW OF THE TEMPLARS



UNRAVEL THE MYSTERY BEHIND AN ANCIENT AND DEADLY SECRET.

GENRE: ADVENTURE

PLAYERS: 1

RELEASE: SPRING 2002

PUBLISHER: BAM! ENTERTAINMENT

WEBSITE: BAM!FUN.COM



Teen
Mild Violence,
Suggestive
Themes

The popular PC title Broken Sword: The Shadow of the Templars makes its stunning handheld debut on the GBA. The adventure game pits a man named George Stubbs against powerful foes as he races to discover the secrets of the Knights Templar, an ancient band of warriors who hid a magnificent treasure before they were wiped out by the Inquisition. As George, you must travel the world, gather clues and retrieve artifacts in your mission to discover the chilling secret of the Templars.

Game play is similar to Shadowgate 64 and Maniac Mansion—you search areas for items and clues, then use the items to solve puzzles or glean information from a variety of nonplayer characters. Many games in this genre force players to examine every single pixel in the hope that it contains a usable item, but Revolution Software—the developers of Broken Sword for both PC and GBA—have devised an elegant solution to the problem: Gamers can scan every interactive item in sight by simply pressing the L button. Items already in your possession are accessed with the R button, while all other commands are initiated with the A button.

The graphics consist of beautifully rendered backgrounds and fully animated characters interspersed with colorful cut scenes that show the action. Lingering text-free dialog and a moody sound track by film composer Barrington Pheloung add humor and tension at appropriate moments.



Whoever possible, Revolution has used pictures instead of words. If you need to ask someone about a mysterious stranger, a picture of the stranger will appear in the top-left screen.



One of the main plot threads revolves around a psychotic clown. As you can see, the clown cut scenes are so macabre you may never go to a circus again.

SALT LAKE 2002



UBI SOFT BRINGS THE THRILL OF WINTER OLYMPICS COMPETITION TO THE GBA.

GENRE: SPORTS

PLAYERS: 1 TO 4

RELEASE: NOW AVAILABLE

PUBLISHER: UBI SOFT

WEBSITE: UBI.COM/US



Olympic glory will be yours when you master the winter sports events of Ubi Soft's Salt Lake 2002. You can customize your own run through the six selectable events, join a field of competitors from 16 countries in any single event or take on a series of challenges that will raise the bar and unlock a new level of difficulty. Up to four players can join in on the competition, with no additional GBA systems or Game Paks required.

The Ski Jumping competition tests your balance and timing. You'll wait for the wind to blow in your favor, then fly off the ramp and stay centered as you come in for a landing.

Accuracy and timing come into play in the Curling competition. After you let go of the stone, you'll instruct your sweepers to clear the ice and guide the object to the target.

Two skiing competitions and a snowboarding competition send you down the slopes in a hurry. You can build up your power for a good start, then blast out of the gate and head for the goal. In slalom competitions, an arrow points you to the next gate.

The Bobsliegh competition is a shuddering run through a halfpipe. To shave seconds off your time and stay upright, you must watch a balance indicator and match it as you go.



If you meet goals in all six events, you can take on the challenges of a higher difficulty level.



Many of the events, like the two-man Bobsliegh, challenge you to engage in activities that test your timing, balance and ability to match the actions of a moving object.

POWER UP!



BROWNSVILLE, TEXAS: THE BROWNSVILLE RAILROAD AND THE BROWNSVILLE RAILROAD COMPANY 11

DRAGON BALL Z™ - The Legacy of Goku. Experience the power of this exciting role-playing adventure!



Embark on an incredible journey and protect the universe from evil. Use your powers to help Goku® defeat his enemies and fulfill his destiny as the greatest warrior ever known!

COMING MAY 2002
us.infogrames.com



SHEEP



PUZZLE GAMING GETS WILD AND WOOLLY IN CAPCOM'S BARNYARD BRAIN-BUSTER.

GENRE: PUZZLE

PLAYERS: 1

RELEASE: NOW AVAILABLE

PUBLISHER: CAPCOM

WEBSITE: CAPCOM.COM



Capcom's Sheep is soft and fluffy fun that's as hard as nails. Filled with acres of puzzles dressed in sheep's clothing, the tricky action game will baffle (or is it baffle?) even the smartest of players.

In Sheep, you play as a sheepherding dog who's in charge of chasing a flock of fuzzies across maze-like pastures to lead them into the back of a waiting truck. Along the way, you must doggedly guide the sheep away from roving combines, shearing machines and other dangerous farm equipment.

Your fleecy friends come in four varieties, ranging from sheepish pushovers to woolly bullies that are a bit more stubborn. A rare radio power-up can turn you into the Pied Piper of sheep, but most of the time you'll have to rely on your wits and a few good barks to direct the wandering sheep to the goal.

Much of the challenge comes in figuring out how to reach isolated sheep or the faraway goal before time runs out. Springy platforms can jettison your flock over obstacles, and you can persuade the sheep to jump into hovering bonus stars.

In Arrange Mode, you gain experience points for your sheepherding successes, and your flock will grow faithful or feisty depending on how you treat them. If it's action-oriented puzzle fun you're after, Sheep's stumblers will leave you scratching your head like you're wearing an itchy wool cap.



The object is to direct the sheep toward the truck. The sheep would rather hang out where they are, so you must figure out how to guide them to the truck without leading them into the hazardous farm machinery. Leave a trail of candy to lure them to the goal.



Sheep can't cross water (the woolly critters might drown, after all), so you must guide them toward springy platforms, which can catapult them over streams and levees.

NBA JAM 2002



TAKE IT TO THE HOOP IN THE LATEST UPDATE OF A WILD SPORTS CLASSIC.

GENRE: SPORTS

PLAYERS: 1

RELEASE: NOW AVAILABLE

PUBLISHER: ACCLAIM SPORTS

WEBSITE: WWW.ACCLAIMSPORTS.COM



The blazing-hot acrobatic action of NBA Jam 2002 will put you in a hoops frenzy as you guide NBA stars through amazing hardwood heroics and impossible stunts. The two-on-two play features six selectable players from every NBA team. You can play through a full season, jump into the play-offs or enter Head-to-Head Mode, which allows you to go up against any computer-controlled team.

The high-flying moves include monster dunks, long-distance shots from way beyond the arc and a collection of flipping and turning moves that put a new twist on the term "fantasy basketball."

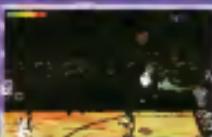
Players rate in four skill categories and carry an overall rating. You can substitute your players at the beginning of each quarter to put some fresh legs into the mix.

In Jam Mode, the court shows hot spots and generates power-ups that add to your abilities. In HORSE Mode, you must match the moves of your opponent in a never-ending challenge. Button instructions appear at the bottom of the screen. If you follow the instructions to a T, your player will pull off an amazing move.

In addition to the home courts of every NBA team, the game features two concrete courts—one with a street background and one on the beach.



You can select players from every NBA squad. Six players from each team are represented. If you want to change the dynamics of the game between quarters, you can call for substitutions.



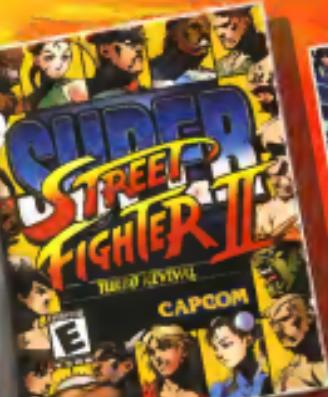
Jam Mode makes the action even more outrageous. Hot spots show you where to shoot from, and power-ups add to your abilities.



NINTENDO POWER ADVANCE

nintendo.com

GAME BOY ADVANCE



Classic Arcade
Action on the Go!



Capcom's Timeless Fighting Masterpieces
Conquer the Game Boy® Advance System.



GAME BOY ADVANCE



VIOLENCE

© 2001 CAPCOM CO., LTD. 2001 © CAPCOM U.S.A., INC. 1991-1993 CAPCOM. STREET FIGHTER, SUPER STREET FIGHTER, and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. STREET FIGHTER is a registered trademark of CAPCOM CO., LTD. SUPER STREET FIGHTER is a trademark of CAPCOM CO., LTD. ALL RIGHTS RESERVED. LICENSED BY NINTENDO. NINTENDO, GAME BOY, GAME BOY ADVANCE and the official GBA logo are trademarks of Nintendo. © 2001 NINTENDO. The rating icon is a registered trademark of the Interactive Digital Software Association.



CAPCOM

INSPECTOR GADGET: ADVANCE MISSION



WOWSERS! THE GOOFY GIZMO-OUTFITTED AGENT GO-GOES ADVANCE.

GENRE: ACTION

PLAYERS: 1 TO 3

GAME LINK: MULTI-PAK

RELEASE: SPRING 2002

PUBLISHER: DREAMCATCHER

WEBSITE: DREAMCATCHERGAMES.COM



Mild
Violence

Like a bumbling James Bond whose high-tech gizmos are robotically rigged to his body, Inspector Gadget fights the world's crime but he doesn't do it alone. If you ever watched his '80s cartoon series, you'll know that the bionic secret agent gets by with the help of his niece, Penny, and her dog, Brain. True to the show, DreamCatcher's globe-trotting action game is lively and zany, and you'll have to rely on all three characters to crack the mad caper.

On a mission to stop Dr. Claw, who planted mind-control machines at famous landmarks, Inspector Gadget and crew explore the Statue of Liberty, Big Ben, the Eiffel Tower and the Great Pyramids of Egypt. At every tourist stop, you'll have to switch the character you're using, since Gadget, Penny and Brain have unique abilities.

As Gadget, you'll have a trench coat full of wacky inventions to use, including a thug-thwacking hammer that sprouts from his hat and sticks and roller skates that pop out of his shoes. Penny is the clever one, and she'll be able to short-circuit robots with her computer. She can also swim, while Brain can double-jump or don a penguin disguise to sneak past enemies.

Up to three players can link up and play as one of the characters in a cooperative adventure. Gadget, Penny and Brain can each access special areas, so tons of character-swapping platformers will find that Inspector Gadget: Advance Mission is a kooky case worth investigating.



You can play as Inspector Gadget, Penny or Brain. Each character has special abilities, so you'll have to figure out which do-gone is right for the job. Gadget is the best for Sprinting, and his cool gizmos give him an advantage over Dr. Claw's hapless thugs.



The side-scroller is filled with hidden areas, so keep an eye out for clues. Coin formations arranged in an arrow point to secret places stacked with bonus items.

TOM CLANCY'S RAINBOW SIX: ROGUE SPEAR



SNEAK BEHIND ENEMY LINES WITH ALL YOUR FRIENDS IN A PLANET-SAVING PAK.

GENRE: ACTION

PLAYERS: 1 TO 4

GAME LINK: MULTI-PAK

RELEASE: SPRING 2002

PUBLISHER: UBI SOFT

WEBSITE: UBI.COM/US



Animated
Blood
Violence

S stealth is just as important as knowing how to get the job done with assault rifles and demolition equipment in the Rainbow Six video game series, which first targeted Nintendo fans on the N64. Now the Rogue Spear sequel strikes with a story line that's been written just for the Game Boy Advance. Ready to take on gat-tinting tango again before they subvert the world's government?

Half the thrill of a Tom Clancy game is discovering who's really pushing the buttons behind all the enemy activity, especially when the plot involves a "Rogue Spear," which is spy jargon for a devastating nuclear weapon that's fallen into the wrong hands.

Rogue Spear's single-player mode puts you in charge of assembling a team of four operatives, drawing upon Assault, Recon, Sniper and Demolitions members and their unique skills.

In multiplayer Cooperative Mode, up to three players control an operative during missions, so that one player might throw a flash grenade into a room, while a second rushes in with an assault rifle and a third snipes out a sniper who's watching from above. And for sheer fragfest fun, multiplayer Adversarial Mode drops missions in favor of arena combat for up to four players. With its original plot and multiplayer mayhem, the Rainbow Six series hits Nintendo ground running yet again.



In single-player mode, Rogue Spear offers a one-player control system that allows you to position individual operatives—and then let their AI take over. Or you can simply let them follow you and watch your back.



Play with headphones and turn up the volume—the sound design adds to suspense and strategy. You'll hear an enemy long before you see him, so you can get your surprise attack ready.

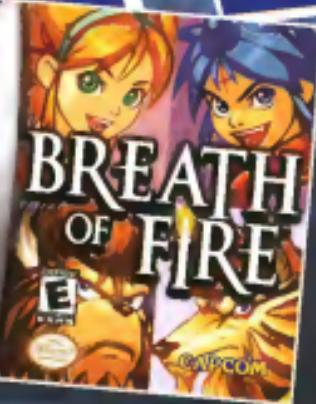




GAME BOY ADVANCE

Classic RPG Adventures.

GAME BOY ADVANCE



GAME BOY ADVANCE



MILD VIOLENCE

© CAPCOM CO., LTD. 2001 CAPCOM U.S.A. INC. 2001 ALL RIGHTS RESERVED. CAPCOM AND GAME BOY ADVANCE ARE REGISTERED TRADEMARKS OF CAPCOM CO., LTD. AND CAPCOM U.S.A. INC. ALL OTHER TRADEMARKS AND TRADE NAMES ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS. CAPCOM CO., LTD. AND CAPCOM U.S.A. INC. RESERVE THE RIGHT TO CANCEL ORDERS FOR PURCHASES MADE OUTSIDE THE UNITED STATES. GAME BOY ADVANCE AND THE GAME BOY ADVANCE LOGO ARE TRADEMARKS OF THE INTERACTIVE DIGITAL SOFTWARE ASSOCIATION.



CAPCOM

JONNY MOSELEY MAD TRIX



HIT THE SLOPES FOR DOWNHILL DERRING-DO WITH WORLD-CLASS SKIERS.

GENRE: STUNTMACING

PLAYERS: 1

RELEASE: NOW AVAILABLE

PUBLISHER: 3DO

WEBSITE: WWW.3DO.COM



Olympic gold medalist Jonny Moseley has taken skiing to the extreme, and 3DO's stunt game has been just packed like a well-made snowball to include all of the champ's high-flying, powder-pounding tricks. The freeskiing free-for-all features over half a dozen skiers, including 2001 Winter X Games gold medalist Tanner Hall and a bevy of gnarly fictional characters.

Each skier boasts 29 tricks, including signature grabs, grinds and air tricks. As you schuss down the slopes and swerve between the moguls, you can perform wild stunts such as Jonny's variation of the rodeo maneuver, the Dinner Roll.

You can compete in six main courses set in exotic—and often bizarre—locales. In snowed-in Africa, you race and go for a high trick score on the slopes of Kilimanjaro. The Peruvian course at Machu Picchu features Incan pyramids, while an uncharacteristically frosty Las Vegas is a wonderland lined with bright lights and slot machines.

To bag big points, you can trick off ramps, rails and train tracks. You can also boost your score by skiing into the collectible coins and bonus multipliers that appear strategically throughout each run.

Even the music goes big in Mad Trix. Salvat's "Click Click Boom" and other remixed tunes (with partial vocals) are sure to keep the action as rocking as the mad, ice-cool stunts.



You can catch regular air off the ramp. Use your air time to boost off cool stunts such as the Telstar, Smokestack, Racer, Muie and other Mad Trix.



By performing all 29 stunts in a skier's Trick List or by winning the gold medal on a course, you can unlock additional characters. The mysterious Skier X has great skills.

DISNEY'S PETER PAN: RETURN TO NEVER LAND



TAKE A FLIGHT OF FANCY WITH THE BOY WHO REFUSES TO GROW UP.

GENRE: ACTION

PLAYERS: 1

RELEASE: SPRING 2002

PUBLISHER: DISNEY
INTERACTIVE

WEBSITE: DISNEYINTERACTIVE.COM



Mild Violence

Peter Pan returns to the big screen and makes his GBA debut this year with a new adventure. It all begins in London, where Peter convinces his old friend Wendy to let him take her children, Jane and Dinky, on an adventure to Never Land. What begins as a fancy-free journey to the world of magic and pixie dust turns into a dangerous fight to save Tinker Bell and the Lost Boys from the grasp of Captain Hook.

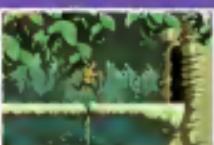
From the London streets to the forests of Never Land and the deck of the Jolly Roger, Peter jumps, flies and fights his way to the goal. As you guide Peter on his journey, you can collect feathers to earn extra lives, pixie dust to add to your flying abilities, and life-replenishing hearts and apples.

When you come across Captain Hook and his henchmen, you can fight them off by stomping them or tossing objects in their direction. You can also master the art of hand-to-hand combat with a sharp knife.

By collecting movie canisters, you can unlock four short scenes from the Return to Never Land movie. You can also unlock two bonus games when you discover hidden Pan Pipes. There are three pipes in each location. After you complete all of the levels in a location and collect all of the pipes, you can enter either the flight game or the cannonball-firing game for a chance to earn an extra life.



The wide-roaming action begins in London. Help Peter guide Jane and Dinky to Never Land. The challenge is to stay close to the children and collect enough pixie dust to stay alert.



Search for special items, such as the canes and Pan Pipes, to unlock movie and bonus games.



ZONE OF THE ENDERS

TM



THE FIST OF MARS

HEAVY METAL TOUR!



HEAD TO HEAD MECHA BATTLE ACTION IN YOUR HANDS!

SIGN UP FOR A FUTURISTIC TOUR OF GUTY AS WAR RAGES ON THE COLONIES OF MARS. ASSUME TACTICAL COMMAND OF AN ARMY OF MECHS, ENHANCE THEIR ABILITIES AND WEAPONS, THEN GUIDE THEM INTO BATTLE. SAVING THE SPACE COLONY IS NOW IN YOUR HANDS...



Violence

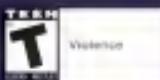
GAME BOY ADVANCE

ECKS VS. SEVER



THE MOVIE'S NOT OUT YET, BUT YOU CAN GUN FOR COSTAR STATUS RIGHT AWAY.

GENRE: ACTIONSHOOTER
PLAYERS: 1 TO 4
GAME LINK: MULTI-PAK
RELEASE: NOW AVAILABLE
PUBLISHER: BAM! ENTERTAINMENT
WEBSITE: BAMFUN.COM



Antonio Banderas (from *Spy Kids*) and Lucy Liu (from *Charlie's Angels*) are slated to star in this upcoming action movie, which may hit theaters in late 2002, but gamers can star in the title roles of this spy-versus-spy first-person shooter right now.

Ecks vs. Sever's plot follows two secret agents, both brilliant assassins, as they attempt to eradicate each other—at least until they begin to realize that they're both pawns in a conspiracy that threatens them both.

Players can select either Ecks or Sever, then play through 12 missions from each assassin's perspective. But it's not just a superficial character change—the mission experience changes. For example, in one mission, Ecks must escape a building in three minutes before a bomb blows. Sever planted the bomb, and during her mission, she must escape the building via a much different route.

Ecks vs. Sever offers three multiplayer options, all for two to four players. Deathmatch rages on during either a time limit or a frag limit, offering eight battle arenas that range from city streets to military barracks. Bomb Kit pits players in a race to be the first person to collect the scattered pieces of a bomb—and use them to blow up an enemy mainframe computer. Assassination puts one player in the shoes of an assassin hunting down a target, while all other players try to prevent the assassination from occurring.



Missions change whether you're playing with Ecks or Sever. In Mission 3, Ecks must evade Sever while she throws grenades through windows. Meanwhile, SWAT agents swarm the streets, gunning for you.



When playing Sever during Mission 3, the tenacious assassin lobbs grenades at Ecks as he attempts to shoot her from the street. Ultimately, she must locate an encrypted disk that her brother exposes the conspiracy.

BOMBERMAN MAX 2: RED ADVANCE AND BLUE ADVANCE

TWO GAMES, TWO HEROES AND A LOT OF TINY LITTLE BOMBS.

GENRE: ACTION
PLAYERS: 1 TO 4
GAME LINK: MULTI-PAK/SINGLE-PAK
RELEASE: SPRING 2002
PUBLISHER: MAJESCO
WEBSITE: WWW.MAJESCOSALES.COM



Evil Mujo, leader of the Hige Hige bandits, wants to control the universe, but Bomberman and his fellow do-gooders, Max, stand in his way. Mujo plants the Mini-Mini Device at Bomberman HQ and shrinks the explosive pair into tiny little bombs. Bomberman and Max are so small that they're able to hitch a ride on their pet-sized companions, the Charaboms.

The miniature Bomberman and Max must bomb their way past soft blocks, pacing enemies and other traditional Bomberman-style obstacles. Dr. Ein appears at the beginning of each level to set the objective. Along the way, you will pick up new Charaboms, which you can ride.

The major differences between the two games are the lead characters and the available Charaboms. In *Bomberman Max 2 Blue Advance*, you'll play as Bomberman, and your first Charabom will be Peemey. In *Bomberman Max 2 Red Advance*, you'll play as Max and your first Charabom will be Doroko.

In addition to the large, traditional Bomberman game, there are several multiplayer options. You can play a four-player action bombing game with a single Game Pak and the appropriate Game Link Cables; or, if you have two Game Paks and Game Link Cables, you can merge or battle your Charaboms with another player's. You can also trade areas, or "Pitch" between Game Paks.



You play as Buster, wandering through side-scrolling areas to beat up nightmarish creatures. To fend them off, you can use cool combo-based attacks. You can also get by with a little help from your friends—like Pooka Geek, who'll drop bombs on the enemies.



If Buster's "caveman-tastic" moves aren't doing the trick, press B to summon a Tiny Toon helper. If Pooka is your partner, she'll knock a stick horn. You can choose a new partner before you start adventuring through a new level.

DON'T LEAVE BASE WITHOUT IT.

THE LEGENDARY ACTION HIT:
NOW FOR THE GAME BOY
ADVANCE SYSTEM!

- The Best of the Best: arm your squad with 4 elite operatives: Saboteur, Demolitionist, Assault and Recon specialists armed with the latest technology and weapons.
- Real-World Action: Take your team on 15 explosive missions against modern terrorist.
- Infinite Decay, Eliminate! Use stealth, strategy and skill to eliminate the enemy.
- Multiplayer Assault: team up against terror – 2-player co-op mode or 4-player advancement – 1 vs 1 against 3 others!



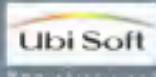
Assorted Blood
Violence



GAME BOY ADVANCE



roguespear-gba.com



MIKE TYSON BOXING



TAKE ON THE BEST IN THE WORLD WITH
UBI SOFT'S REALISTIC NEW BOXING SIM.

GENRE: SPORTS

PLAYERS: 1 TO 2

GAME LINK: MULTI-PAK

RELEASE: SPRING 2002

PUBLISHER: UBI SOFT

WEBSITE: UBI.COM/US



Violence

Train, strain and brawl your way to the top of the boxing world in Ubi Soft's *Mike Tyson Boxing*. As a young boxer in one of three weight classes, you must challenge and defeat over 70 unique fighters for a chance at the championship belt. You can also take on a friend if you have a Game Link Cable and two copies of the game.

There are two main one-player modes: Showcase and World. Showcase lets you lead a pugilist through a number of grueling matches in an attempt to unite the WCB and IFB belts. There are no weight classes in Showcase Mode, so a lightweight can fight a heavyweight in a no-holds-barred slugfest. World Mode lets you train a boxer and take him through the ranks for a shot at the world championship. You must come up with a training schedule, keep close watch on the competition and practice at the gym before you throw a single punch. Once you're in shape, you can challenge fighters in your weight class. You can either fight every match yourself or turn on a Management option that lets you train the boxer while the computer fights for you.

The boxing mechanics are highly realistic. The game uses a third-person viewpoint with the camera placed behind your fighter. As you move, the ring rotates to keep pace with your fancy footwork. You can throw 14 different kinds of punches at any time, but you must learn which punch is effective in certain situations. Your boxer can also block or dodge if he's on the defensive.

Boxing is a tough sport, and *Mike Tyson Boxing* doesn't shirk on the rough stuff. You'll see sweat fly, noses run, black eyes swell and blood flow as you take it out in the ring. Ear biting, however, is not allowed.



Training is an important and tricky part of the game, but Mr. Tyson will offer helpful advice if you ask. You can also read the daily sports page to find out information on the other boxers.



MONSTERS, INC.



PICKING UP WHERE THE DISNEY MOVIE
LEFT OFF: BOO'S ON THE LOOSE AGAIN!

GENRE: ACTION

PLAYERS: 1

RELEASE: NOW AVAILABLE

PUBLISHER: THQ

WEBSITE: THQ.COM



Lovely blue lunk Sulley and his pea-green sidekick, Mike, are called back into action when human tater tot Boo crawls back into Monstropolis. Their nemesis, Randall, also returns to the scene of the crime, still bent on making Sulley and Mike's lives difficult, this time by breaking Boo's bedroom closet door into pieces and scattering them across the city. So while Mike babysits the contraband tyke, Sulley must scour the city for broken door pieces.

Every time a fresh game of *Monsters, Inc.* is started up from the beginning, the Pnk randomly generates new levels for maximum replay value. But just playing through once is quite an epic, with over 20 Monstropolis levels to explore.

Door pieces aren't the only items that Sulley must keep an eye out for—he can't use his attacks without finding the candy and laugh canisters that fuel his fire. And with enemies behind nearly every door, he's got to scrounge up lots of health hearts to keep him roaring along.

Fortunately, he can escape to bonus sledging missions in the Himalays, during which he can scoop up plenty of power-ups on the slopes.

With its colorful level design and cut scenes that slip movie stills into the Game Boy Advance, the lively Pnk scores up simple fun during its return trip to Monstropolis.



Sulley treks through extensive levels of Monstropolis to search all door pieces. Because the rooms crawl with agents from the Child Detention Agency, he's got to stay on his toes—or use his Fire Attack and Laugh Launcher to knock them off theirs.



After Sulley collects door pieces, he's got to puzzle out how all the pieces fit together. Once the door's completely reassembled, Sulley must fight one of the many level bosses to faces during his quest to get Boo heck home.



NINTENDO POWER ADVANCE

nintendo.com



**Fishing.
Without the Stench.**

The Best Fishing Trip You'll Get on 32 Bits.

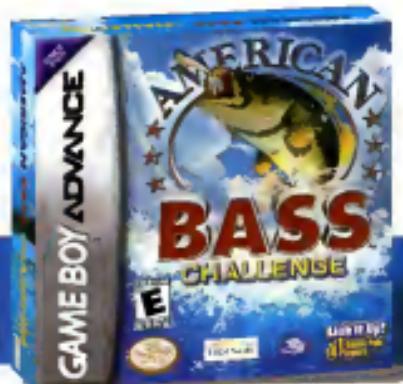


Visit www.ubisoft.com
or call 1-800-771-3772
for more info



STAR-FISH

GAME BOY ADVANCE



PLANET MONSTERS



MASH MUTANTS AND CRUSH THE COMPETITION IN A TWISTED WORLD OF MAZES.

GENRE: ACTION/PUZZLE

PLAYERS: 1 TO 4

GAME LINK: MULTI-PAK

RELEASE: NOW AVAILABLE

PUBLISHER: TITUS

WEBSITE: TITUSGAMES.COM

Borrowing a page from the ice-kicking arcade classic Pengo, then evolving it into sci-fi territory, Planet Monsters pits you against three other fuzzy mutant hunters, all trapped in mazes of growing complexity. It's a race to eliminate the others while avoiding or eliminating mutants in deadly pursuit. With a time clock counting down, the pressure's on in the fast-paced cat-and-mouse game.

The secret of success is to use the maze to your advantage. Its walls are made of blocks, which you can kick loose. Once kicked, a block rolls along until it falls off the edge of the maze or an obstacle stops it. If anyone—hunter or mutant—is caught in the way, he'll be smashed into oblivion.

A variety of power-ups, such as foot-springs that allow jumping over walls and enemies, gives players an edge in battle. Weapons include freeze rays, bombs and a time-stop clock.

Battle progresses through 40 levels that span eight theme areas, each with a new group of mutants—and a boss that absorbs multiple attacks before going down for the count.

Planet Monsters offers two multiplayer modes. Single Level Mode pits competitors against each other on one level, while Championship Mode covers a series of levels within an adjustable time limit and number of rounds for each battle.



In each theme area, early levels involve cube critters that mutate into larger monstrosities in later levels, though they're all just as deadly. You'll be toast if a mutant touches you.



The enormous bosses often take different approaches to beating players, such as an alien that plops out alienlings and also envelopes the whole battle area for a paralyzing effect.



ZONE OF THE ENDERS: THE FIST OF MARS



TAKE ON AN ARMY OF ANTI-EARTH ENDERS IN A TURN-BASED STRATEGY EPIC.

GENRE: TURN-BASED STRATEGY

PLAYERS: 1

RELEASE: SPRING 2002

PUBLISHER: KONAMI

WEBSITE: WWW.KONAMI.COM



Violence

In a future where the Earth's resources have been exhausted and millions have left the planet to colonize the outer reaches of the solar system, tensions are building between those who left and those who stayed. It is the 22nd century, and the hope of humankind rests in the hands of a small group of warriors.

Konami's Zone of the Enders: The Fist of Mars is a war simulation, rich with story, that puts you in the middle of a fight between Earthlings and Enders, a race of humans who left the planet many years ago and formed an anti-Earth coalition on Mars. The story unfolds with long cinema sequences that follow battles between spaceships and LEVs, advanced robotlike fighting vehicles.

You command a group of vehicles with a specific goal—either deliver medicine, escort allies or clear an area of enemies. As you carry out your goal you must face an opposing force. Strategy is key as you instruct each of your units to move, attack, repair or supply other units. When you choose to attack an enemy vehicle, you must select your weapon, single out your target, then hit the target in a shooting-gallery-style aim-and-fire sequence. When the enemy fires in your direction, you are put on the defensive, and you must move out of the way of the enemy's aim.

When you destroy vehicles, you earn the ability to upgrade your own vehicles and continue the fight for freedom.



You're the commander of a fleet of high-tech fighting machines. You must form a strategy that will take you to your goal. You can move, attack and maintain your vehicles in every phase of the fight.



When you narrow in on the enemy and decide to fire your weapon, you must choose the other vehicle with your vehicle and pull the trigger when the time is right.

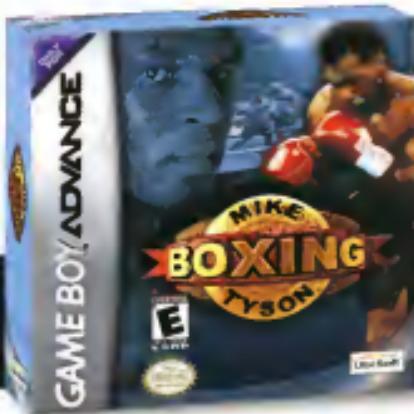


NINTENDO POWER ADVANCE

nintendo.com



STEP UP TO
THE MIKE.



© 2001 Ubi Soft Entertainment Inc. All rights reserved. Ubi Soft, the Ubi Soft logo, and the "U" logo are registered trademarks of Ubi Soft, Inc. All other marks and names are trademarks of their respective owners. "Mike Tyson's Boxing" is a trademark of Ubi Soft, Inc. "Ubi Soft" is a registered trademark of Ubi Soft, Inc. All rights reserved.



DESIGNED BY
Codemasters
SERIAL NUMBER

GAME BOY ADVANCE

PUBLISHED BY



CHESSMASTER



REST YOUR FINGERS AND WORK YOUR MIND WITH UBI SOFT'S CHESS CLASSIC.

GENRE: PUZZLE

PLAYERS: 1 TO 2

GAME LINK: SINGLE-PAK/MULTI-PAK

RELEASE: SPRING/SUMMER 2002

PUBLISHER: UBI SOFT

WEBSITE: UBL.COM/US

In addition to being perhaps the oldest board game in the world, chess is one of the most difficult to master—but you'll have an edge over the competition with Ubi Soft's latest title, *Chessmaster*.

The game contains four game play modes—Standard, Handicap, Board Setup and Multiplayer—and a Chess Tutor. Standard pits you against one of 11 different players of varying skill levels. Handicap lets you remove pieces from either side before a match begins and Board Setup lets you place pieces anywhere you choose. Finally, Multiplayer Mode grants you and a friend the ability to go head-to-head using one or two Game Paks.

Chess Tutor is where *Chessmaster* really shines. Players can study everything from basic strategies to Grandmaster secrets. You can even learn as you play by asking the computer for a hint or having it warn you when a piece is in imminent danger. The Chess Tutor can also teach you how to take five different kinds of notation (writing down moves), rate your chess playing skills and recreate over 150 famous matches from years gone by. It's like having an interactive chess encyclopedia right in the palm of your hand.

Whether you've been castling since childhood or are still struggling to figure out what the little horse does, *Chessmaster* has a playing style to fit your need.



Chessmaster contains 16 different chess sets for you to play with, including a traditional woodies set, a dog set, a medieval fantasy set and the classic black-and-white newspaper layout.



You can learn a lot by watching the famous matches. The game even recreates the match between the computer HAL and French Poete, which was shown in the *Star 2001: A Space Odyssey*.

GUILTY GEAR X: ADVANCE EDITION



BATTLE FOR FREEDOM AGAINST BIOLOGICAL WEAPONS IN A FUTURISTIC FIGHTER.

GENRE: FIGHTING

PLAYERS: 1 TO 2

GAME LINK: MULTI-PAK

RELEASE: SPRING 2002

PUBLISHER: SAMMY

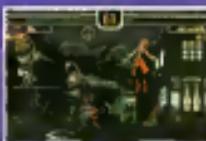
WEBSITE: SAMMY-ZONE.COM

After a brief period of peace, the Sacred Order of the Holy Knights faces a new threat against the citizens of the world in the form a biological terror known as a Gear. It is the 22nd Century and the world, having survived attacks by one Gear, is at the brink of disaster at the hands of another one of the maverick monsters.

In its search for a hero, the order has set up a tournament. The winner of the tournament will go on to battle the Gear and fight for the freedom of the world. *Guilty Gear X: Advance Edition* from Sammy challenges you to take up to three fighters through the tournament ranks and show your one-on-one fighting skills.

In Arcade Mode, you will master the moves of a single fighter and challenge a long line of opponents. In Tag Battle, you'll be able to share the battle with another fighter. In 3-on-3 mode, you'll select a trio of fighters who will go up against another three-fighter team. All battles are one-on-one, but multicharacter modes allow you to switch from one character to the next. Vs. Mode allows two linked players to go head-to-head.

The more than a dozen characters include the sword-fighting Ky Kiske and the anchor-wielding May. Every character has a full slate of special moves and his or her own fighting discipline. You can keep your opponent guessing by changing moves in midattack.



Join the tournament of the Sacred Order of the Holy Knights and take on all challengers as they come... the victor earns the right to save the world against a dread Gear.



Every fighter has a different look and a different way of fighting than the others'. Special moves take advantage of such fighter's methods and equipment.



GO GLACIAL WITH ICE AGE



Join Manny the Mammoth and Sid the Sloth in a quest to keep Baby Rocha safe from chilling dangers. Prepare for brain-freezing puzzles, ice-cold enemies, and an avalanche of fun in this supercool adventure!

SEE THE MOVIE - PLAY THE GAME



Game Master!



GAME BOY ADVANCE



HIGH HEAT BASEBALL 2003

STEP UP TO THE PLATE WITH 3DO'S
NEWEST BASEBALL TITLE.

GENRE: SPORTS
PLAYERS: 1 TO 2
GAME LINK: MULTI-PAK
RELEASE: SPRING 2002
PUBLISHER: 3DO
WEBSITE: WWW.3DO.COM



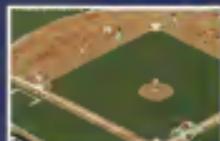
Mobius Entertainment and 3DO follow up last year's hottest handheld baseball game with a sequel that knocks it out of the park.

If you demand realism and flexibility, High Heat has you covered with complete MLB rosters, individual stadiums, team logos and a whole host of game play modes. Players can practice hitting or pitching, play an exhibition game or a full season and challenge Barry Bonds in the Home Run Derby. You can also tweak details such as the length of a game (one, three, five, seven or nine innings), the length of a season (16, 81 or 162 games) and whether or not you want automatic fielding. Best of all, multiplayer is up and running—so you and a friend can battle it out on the diamond.

The High Heat series has always been known for its attention to minute detail, and High Heat 2003 is no different. The computer AI is well-tuned: Players will steal bases, tag up, play the bunt, shift defensive alignments and perform a variety of other realistic strategies. A box score has been added after every game, and there are enough pitching and hitting stats to please even the most die-hard number cruncher. The game will compile stats throughout an entire season and save them directly to the battery. Baseball lovers who desire a portable pastime need look no further than High Heat Baseball 2003.



Game play is very similar to High Heat Baseball 2002 for the GBA. Pitching is a simple matter of selecting your pitch then choosing a location with the Control Pad. If your pitcher gets tired, head to the pen and bring in a reliever.



The graphics are top-notch as well. You'll see a variety of different batting stances and pitching styles, plus tons of different bats—including pop-ups, bunts, hard line drives, bats to all parts of the stadium, inside flies and, of course, monster home runs.

BREATH OF FIRE II

CAPCOM'S CLASSIC SUPER NES RPG IS
NOW A PORTABLE MASTERPIECE.

GENRE: RPG
PLAYERS: 1 TO 2
GAME LINK: MULTI-PAK
RELEASE: SPRING 2002
PUBLISHER: CAPCOM
WEBSITE: CAPCOM.COM



Mild Violence

Return to the days when the Super NES ruled supreme with Capcom's classic RPG, *Breath of Fire*. Following in the footsteps of the recent GBA title *Breath of Fire*, BOF II revolves around a young hero's quest to find his missing father and sister.

Like the original *Breath of Fire*, BOF II sports a solid fighting engine, multiple characters and villages, dozens of magic spells and hundreds of different types of weapons and armor. Unlike its predecessor, BOF II contains creatures called Shamans that can join with certain characters to create powerful magic spells. Tracking down the elusive Shamans is key to victory and a major aspect of the game. Almost every character in your party (there are eight different warriors who will aid in your journey) has a side quest to complete, which lends the game depth and replay value. Other fun features include a fishing minigame and the option to construct and then populate a town of your very own. You can even build a casino where you can win money and treasure.

While the plot and game play are nearly identical to the Super NES version's, Capcom has made a number of changes to the Game Boy Advance incarnation—including the ability to save from any point in the game, the option to run instead of walk and some minor graphical upgrades. You can also use the Link Cable to swap items, weapons and armor with a friend.



All combat is turn-based, so you can plan just the right moves. You can also set all rights to Auto and let your characters travel without having to press the A button over and over.



Breath of Fire II provides a lot of being for the buck. You can easily spend 40-50 hours with the game and still have secrets left to discover.

THE KING HAS JUST BEGUN TO FIGHT.

In this all-new adventure you're the Scorpion King on a quest to retrieve the fabled Sword of Osiris. And you'll be facing your



toughest challenges yet. With cool moves like the Scimitar Toss and Ceiling Grab, you'll be kicking butt through six worlds of classic side-scrolling action. So get ready.

THE SCORPION KINGTM SWORD OF OSIRIS

scorpionkinggames.com



Violence

UNIVERSAL
UNIVERSAL INTERACTIVE
www.universalinteractive.com

GAME BOY ADVANCE



Go to the-scorpion-king.com for more information on the movie.

The Scorpion King: Sword of Osiris, interactive game © 2002 Universal Interactive, Inc. The Scorpion King and related characters are ™ and © 2002 Universal Studios. Licensed by Universal Studios Licensing, Inc. All rights reserved. Game Boy Advance and the Game Boy Advance Logo are trademarks of Nintendo. © 2002 Nintendo. A note to parents: Content: www.the-scorpion-king.com for information regarding movie ratings, including viewing choices for children.

Yu-Gi-Oh! comes to Game Boy Color

Duel against characters from the animated TV show

Import cards from the Official Card Game to create more powerful decks

Create a deck from over 10,000 unique cards

Duel head-to-head using the Game Boy Game Link Cable

Trade cards to complete your collection



GAME BOY
COLOR

3 limited edition
Official Game Cards
packed inside
each game.

EVERYONE
E

Mild Violence

KONAMI

420

* Game Scans *

